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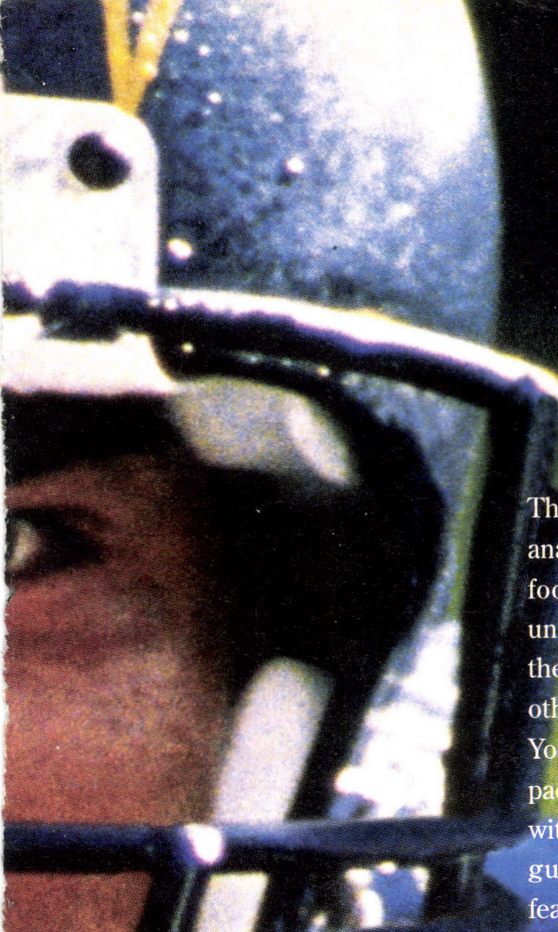


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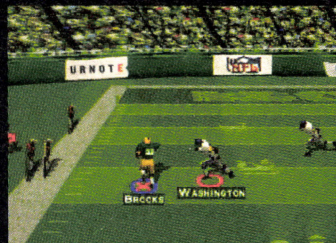
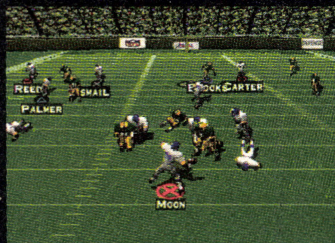


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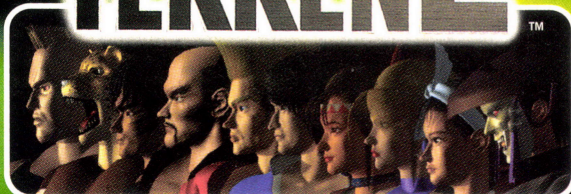


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THE GREATEST FIGHTERS ON EARTH.™

January, 1997
Number 3.6

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The Unified Gaming Spirit

The year has come to a close, and there has been a lot of changes in the gaming realm. New systems were launched while some went into hibernation or extinction. There have been countless new titles featuring innovative technology and numerous peripherals to accentuate this resurgence. Some would say that the gaming scene is improving exponentially, citing the jump from 8- to 16-Bit and then from 16-Bit to 32- or 64-Bit. If you compare the pure visual and hardware specs of the new games and systems, the pace is definitely quickening. Granted these new versions are spawns of the original 8-Bit ideas, but there has been an enormous leap in technology. Many would say the console games of today are incredibly superior to their predecessors. This is definitely true in some areas like polygons and perhaps not quite as true in areas like gameplay. Still, there is no denying the new CD media and Meg-packed carts are making games that are increasingly sophisticated.

An ironic result of this increased sophistication is that console games are now blending, borrowing and crossing over more and more into the computer and arcade game markets. On the computer end, games like Command & Conquer and Duke are slated to be released and become instant console hits. Furthermore, games like Tomb Raider are even launched as simultaneous releases. In addition, Sega and many console companies are narrowing the gaming gap by spreading their games into the computer market. Meanwhile, the advancements in hardware further break down the gaming walls by allowing near-flawless arcade ports from the biggest hits like Kl 2, SFA 2, UMK 3, Daytona, Tekken 2, etc.

This convergence of gaming as always seemed inevitable to me, especially since I game in all areas from arcade, console, paper and computer. Many people out there will hold fast to their format of choice and even go as far as label gamers of different ages and status as being followers of one particular platform. The simple truth is that all gamers game for the same ultimate reasons, and there is one single purpose under the guise of having fun, being challenged or testing your reflexes. Pure and simple, it is the gaming spirit that may manifest in different forms and it might align itself with certain platforms, but it is nonetheless the same source. In science, there are many forces known in the universe: electromagnetic, gravitational and the strong and weak molecular. Still the one thing that escapes all scientists and probably will for all eternity is the unified theorem that joins them all. This may seem like mumbo jumbo, but to know what it is that links all these seemingly different forces together is the key to understanding the true nature of the forces themselves. Likewise, to understand the nature of each type of gaming could ultimately reveal the secret of why people game on any system.

Being a multiplatform gamer, I believe all gamers share a certain aspect and that eventually electronic gaming will draw closer and closer to a single entity rather than different areas. Companies and politics will surely keep things separate for as long as possible, but there is that single gaming spirit that will exist in each forum. Perhaps in the next year, as the barriers crumble, gamers will unite increasingly so and drive the industry further to find the ultimate games and gaming experiences. This is my hope for the future—that gamers will all be equal and united in the spirit that drives them to game.



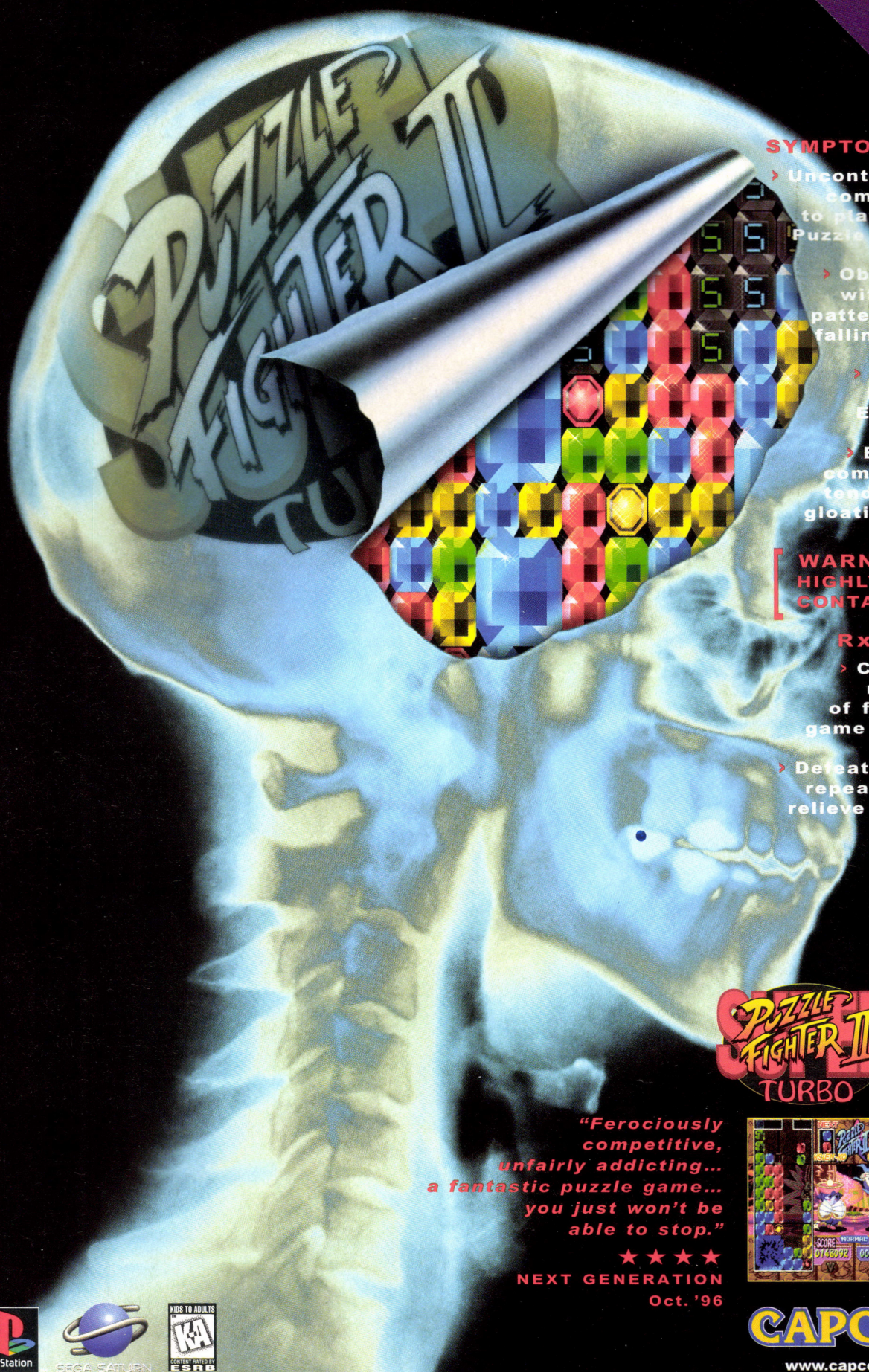
BY
HOWARD
"O"
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- > Excessive gloats

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- > Cures of f
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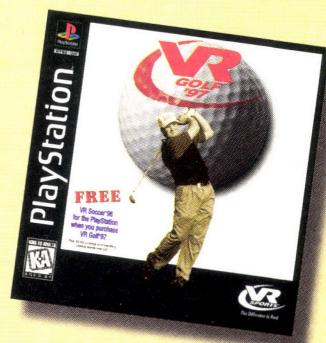
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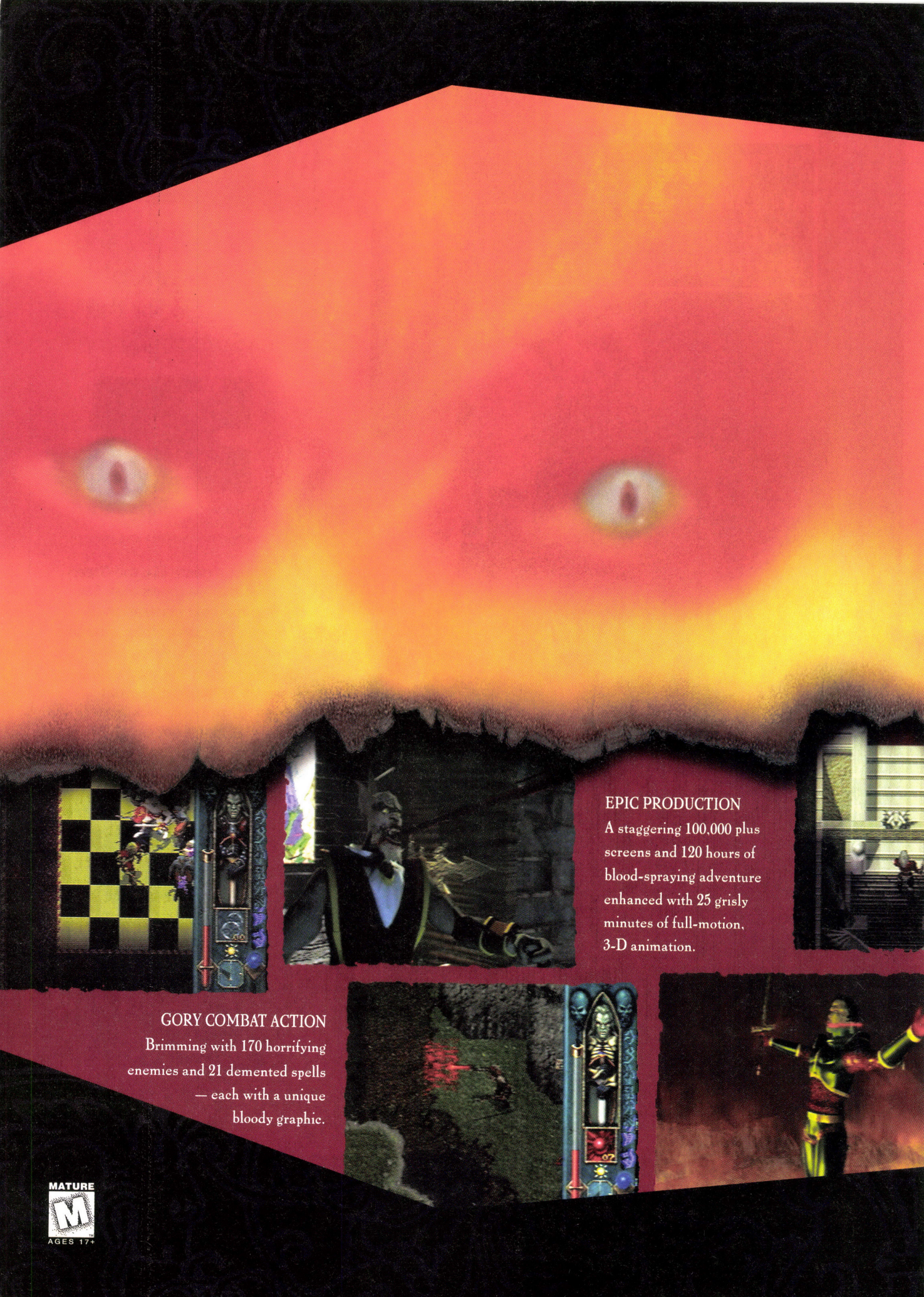
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tricks

52 waverace 64

Ride a friendly dolphin through Dolphin Park with this excellent trick.

58 ultimate mk3

Play as Human Smoke for the Genesis version of Ultimate Mortal Kombat 3.



61 tomb raider

Need a few super-duper weapons but don't want to wait for them? Enter in the cool weapon cheat.



62 wipeout xl

Want a different challenge? Access the new challenge race-type code for some brand-new fun.

46

trick of the month blast chamber

Stuck at a difficult point in the game? Skip it with the level password codes.



tomb raider's second installment reveals a shocking surprise!

Last issue, we began the Tomb Raider adventure. However, we just began to scratch the surface of this complex game. In this issue of *ECM*, we take another in-depth look, and what we have found will amaze gamers. Besides the unusual creatures that want to rip your face off, you have to battle a foe you thought you had already disposed of. Well, it's all in a day's work for our young heroine. The story begins on [PAGE 102](#).

"As Lara adventures further into the super unknown, she'll come across the creepiest-looking creatures."



strategies

role-playing games have arrived!

Gamers have been crying out for more strategy guides on role-playing games. Well, we have heard you loud and clear. This issue contains strategy guides on *Dragon Force* and *Persona*—two difficult games. In *Dragon Force*, you don't control a tiny group but large armies and different creatures. In *Persona*, your goal is to rescue your friends while finding out about your "different personalities." Both guides contain helpful tips to get you closer to achieving your goal. The action starts on [PAGE 118](#).



118

"Searching is one of the most important things you can do." (Dragon Force)

sega's games have taken over the issue, and we are lovin' it!

Sega has unleashed a wide assortment of video games for all types of players. If you love the smell of burning rubber, *Dayton Championship: Circuit Edition* will be right up your alley. Or, if jumping into a giant mech is more your style, then check out *Virtual On*. Perhaps shootin' at the bad guys is what you long for, then *Virtua Cop 2* is just for you. And to top it all off...Sonic in his latest game: *Sonic 3D Blast*. The action starts on [PAGE 146](#).

"The gameplay [in Sonic 3D Blast] is more of a treasure hunt with Sonic trying to free his friends..."



146

the 16-bit games prove that they are alive and well and ready to kick some butt!

Some proclaimed that with the birth of the 32- and 64-Bit systems the 16-Bits were goners. Others scoffed or groaned in dismay that their beloved Genesis and/or Super NES couldn't be gone. Well...they're not. In fact, they are proving that they have what it takes to play with the next-gen boys. Everybody's favorite blue speedball will be tearing up the TV screen in *Sonic 3D Blast*. Also, gamers will be getting a third bout of jungle fever in *DKC3*. The action starts on [PAGE 160](#).

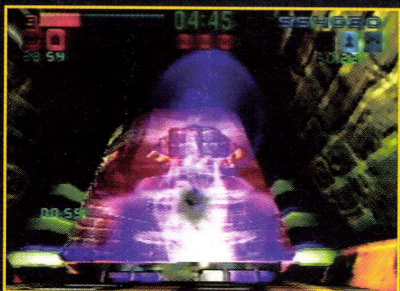
"Donkey Kong Country 3 carries on the tradition of 16-Bit quality."



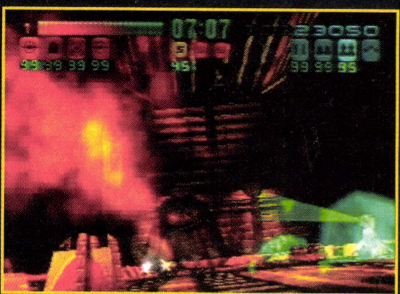
160



ENEMY WEAPONS SCREAM DEATH
DOWN THE BLACK CORRIDORS!



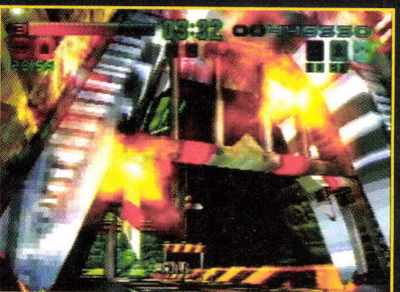
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one with your war
machine.

flesh sears.
metal warps.

darkness enfolds you.
the **tunnel** has
swallowed you whole.

it is alive with the
instruments of
death.

even the walls
want to **kill** you.
the speed hurts.

trigger finger
blisters.

no turning back.
welcome to your
tomb.

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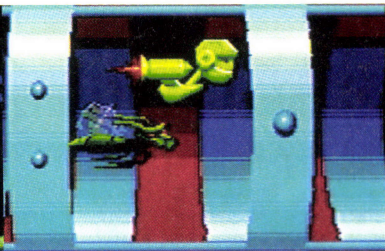
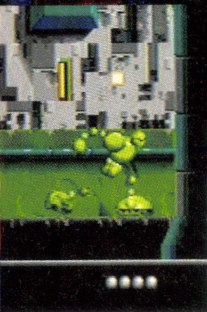
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Strategy Talk

LETTER OF THE MONTH

One gamer's horror story on bad system choices

Dear EGM²,

This is the story of my life in the gaming world. I was a young man looking for a game system to buy. My friends had been talking about a cool computer that was for games. It was called the Amiga. So, I thought I should get it. I bought it but a month later "PRODUCTION CANCELLED!"

After this had happened, I decided to never get a system again. Years went by as well as systems—Atari, Nintendo and then the Sega Master System. I started thinking about buying one of the new handheld units. So it was either the Game Boy or the Atari Lynx. I thought to

myself, "The Lynx is in color, so I'll get that." A couple months later: "PRODUCTION CANCELLED!"

After this, I swore never to buy a system again. I saw the Genesis and the Super NES come out. So, I decided to try the new 64-Bit system called the Atari Jaguar. A couple months later: "PRODUCTION CANCELLED."

I was furious and cast off gaming again. Another year passed and new technology came out. There was a revolution in the gaming business—it was called the Virtua Boy. I saw how well the NES and Super NES had stayed on the market, so I thought I couldn't go wrong with this choice.

"PRODUCTION CANCELLED!"

That same year the Sega Saturn came out, but I had been hearing about an innovative system called the 3DO which had just lowered its price. So I said to myself, why not try gaming one more time? Little did I know that a couple months later and "PRODUCTION CANCELLED."

So that's my story. What's next? I don't know. But I swear I will never buy another system again. (I hope.)

Nick Kelmartin
Manassas, VA

We feel for you Nick. Many of us have closets filled with "PRODUCTION CANCELLED" systems. This is why it is important to research the system thoroughly for company and third-party support, as well as hardware specs that won't be obsolete (especially an expensive purchase like a system).

Nick won his choice of either the Super NES or Genesis version of Acclaim's hot, Dual Turbo Wireless Remote System.



Good guys stink!

Dear EGM²,

I have a question about most of what's out on the market today. Why is it always the good guy going after the bad guy, like in Zelda, Sonic and the old and forgotten Dragon Warrior games? Why can't we have some villains sending their forces out to "get the good guy?" Who should I write to with my great ideas?

Matt Wymore
Burns, OR

Well, don't get out your pen and paper quite yet, Matt.



Catch unsuspecting prey with the crane in Tecmo's Deception.

GAMERS' FORUM

Gamers' Forum goes above and beyond the normal letters section. Inside, learn who's scored big, gripe about gaming wrong-doings, find out what bigwig said what about whom, throw around some trash talk, check out the coolest envelope art around and, of course, learn the answers to some of the

toughest strategy questions plaguing the gaming world.

As always, write to us at:

EGM² Gamers' Forum

1920 Highland Ave. Suite 222

Lombard, IL 60148

Remember to always include your name and complete mailing address when submitting letters for Letter of the Month (even when e-mailing!).

The Blackboard

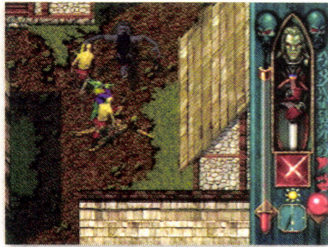
WANTED:

EGM² is looking for the hottest local talent to participate in several secret projects we have in store for the new year. We are looking for loyal people with experience in several categories to work with the EGM² crew on some special assignments. The positions aren't permanent and are more geared toward fans of the industry with extra time and the skill to match. So if you're a GAMING GURU who is also a SKILLED ARTIST, or EXPERIENCED LAYOUT person, drop us a line. Please also include some samples of your work to:

EGM² Special Project
1920 Highland Ave ST 222
Lombard, IL 60148

Let us know how we're doing. Drop us a line and be a part of the mag, or just complain about what you want to see. Whatever you have to say, we want to hear it and help make this magazine the best on the planet. Write us via snail mail or hop on the Net and drop us a line. We love getting feedback and want to make this mag as useful, informative and fun as possible.

If you have a computer, you must check out EGM²'s strategies and tricks on the World Wide Web via the NUKE home page at www.nuke.com. Be sure to look for the weekly chats and awesome upcoming news articles from the EGM as well. Send any mag comments directly to egm@mcs.com.



Maul your foes in wolf form when playing Legacy of Kain.

Although it is a fantastic idea, there are games out there where you get to play as the villain going after the good guy.

For example, Legacy of Kain has you (as a vampire) going around draining people's blood, seeking revenge.

Another game is Tecmo's Deception where you place traps inside your castle to snare nosy people snooping around where they are not wanted.

Hopefully, there will be more games like this in the near future, because sometimes it feels good to be bad! We'll keep you posted.

Darn those controllers

Dear EGM²,

I need some information about joysticks. Since I got a PlayStation, I cannot find the right joystick. I have tried some of the controllers that first came out, and they are useless—the reason being that I am a sport and fighting game nut.

I like to use the joystick because of the 360-degree movement I have in football, hockey, baseball, soccer and fighting games. I don't need all the program combos and the special moves or the auto-fire and slow-motion switches.

Also, I don't care how much it is as long as it is good enough to beat games with. So I am counting on you—the number-one magazine—to help me and anyone else with this problem.

**SCastaldi
aol.com**

Well, have no fear my friend,

because in this very issue is an end-of-the-year controller wrap-up. Listed are some of the hottest peripherals on the market to give you an advantage or just make playing more enjoyable.

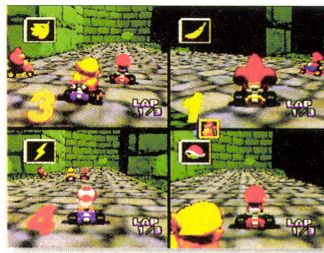
Also, look for controller reviews to maybe become a section in the magazine.

New Mario Kart

Dear EGM²,

I am a Super Mario Kart fan. I think it was the best video game that has ever come out for the Super NES.

I heard that they're coming



Mario Kart 64 has an awesome Four-player Mode!

out with Mario Kart 64 for the N64. That game has to be BAD—I mean 64-Bits! This game has to blow away the Super NES' version to bits.

I was just wanting a little info on it, like when it will be released.

**Brock Eskelsen
Wellington, Utah**

Mario Kart R will be out sometime in the first quarter of 1997. This game boasts some cool improvements over the 16-Bit game, too.

Although the courses may look a bit familiar, with the new graphics, gamers will race over hills and corners. Also, the races fill the entire screen in One-player Mode, and in Four-player Mode, the screen is split into fourths.

There was some doubt as to Donkey Kong Jr.'s appearance in this game, but gamers can rest assured the big ape is in the game. Plus, a new character rumored to be in the game is Magikoopa.

SPEAK OUT!

Fed up with current gaming trends? Is there something that really bugs you about games or the gaming industry? Don't just gripe among friends, do it in public! Send your comments to EGM² Gamers' Forum and speak your mind!

I hate it when people (companies) fight, so I thought of a game that will make peace among Sega, PlayStation and N64. They could make a fighting game like King of Fighters. It would include Virtua Fighter, Tekken and Killer Instinct in a 3-D game with fatalities so it could be bloody!

Samuel Wong; Elmhurst, NY

Killer Instinct Gold looks great, but what's the deal? A 64-Bit machine, and we still don't get the Beginnings, Supreme Victories and Ending cinemas? The N64 lacking FMV capabilities is killing it. I'm starting to agree with

Sega: N64 wasn't worth the wait!

Stacy Pasley; Roanort, VA

I am concerned about the quality of some of the new fighters. True, there are some excellent ones. But look at Mortal Kombat. What started out as a good, old-fashion gore-fest is now so korny (sorry!) that I can hardly stand it. What happened to the days of ripping out still-beating hearts with my "bare" hands? Now I have to settle for magically getting big and stepping on people!

**Chris Schut
Williamston, MI**

How to Play Better!

EXPERT TIPS FROM THE MASTERS IN THE INDUSTRY

GUEST HOSTS:

Cruis'n World team: Matt Davis, Eugene Jarvis, Scott Posh, Xion Cooper, Ted Barber and Eric Pribyl



The main piece of strategy in Cruis'n World is using the car's newfound abilities to your advantage. For example, you can hop over oncoming cars by pumping

the gas twice and doing a wheelie (this also seems to give you more air, allowing you to jump over multiple cars easily). Also, putting the car up on either the left or right wheels allows you to turn quite a bit tighter, and you are also "thinner" and able to squeeze in where you otherwise might not have been able to.

In navigating the twists and turns of each course, it helps to drive like an actual race car driver would (i.e., sticking to the inside curves around turns, etc.). When playing, you'll inevitably hit other

cars. It makes all the difference in the world where you hit the other car whether or not you'll wipe out. If you bump another car while you're mostly in front of them, they'll wipe out. On the other hand, if you bump into a car in front of you, you'll probably just push them ahead while you crash.

Shortcuts are the key. On tracks like China and so on, the shortcuts are really long and will allow you to jump a few spots. However, a few shortcuts are extremely hard to find, and have to be searched for first—some of

which you almost have to know are there.

Last of all, which car you choose makes a difference as well. On tracks with pavement and few turns, your average sports car would be good. However, off-roading with a Hum-V or the semi will make things easier on yourself. All the cars have stats when you're choosing them, and comparing those should help you.

(Thanks to Eugene and the crew for taking time to talk with us!)

Which one?

Dear EGM²,

This year I'm planning on getting ONE new system. I don't have the kind of money to get two or three, and I've got to make a pretty tough decision: PlayStation or Nintendo 64. So I need your advice. Can you give me some info that'll make up my mind?

Jason Robins
aol.com

Dear EGM²,

I want to buy a Saturn or a PlayStation, but I don't know which one. Both systems are great—that's why I am confused.

Guys please help me out here! I am desperate. Which one should I buy?

Raul Radu
Riverside, CA

Jason's and Raul's letters are just two of the thousands of letters we get weekly from readers asking us to make a very difficult decision for them.

Well fellas—and everyone else who has written us with the same question—every system has its pros and cons. This is why we cannot say get system A over system B.

However, it's best that you look at the games coming out for the systems you are interested in. If one system has the most games for the genre you love, there's your choice.

Or if the game is on more than one system, read what EGM² or EGM has to say about the different system versions.

As well, it's a good idea to play each system to get a feel for it. Either go to friends' houses and try out their systems. This will also help in your decision. There is no easy answer and you must choose based on the games you want. Each system boasts its own exclusives like Segas' arcade ports and Nintendo's classic remakes, but it's simply a matter of which system will provide the most fun the longest.

Sega's Pico

Dear EGM²,

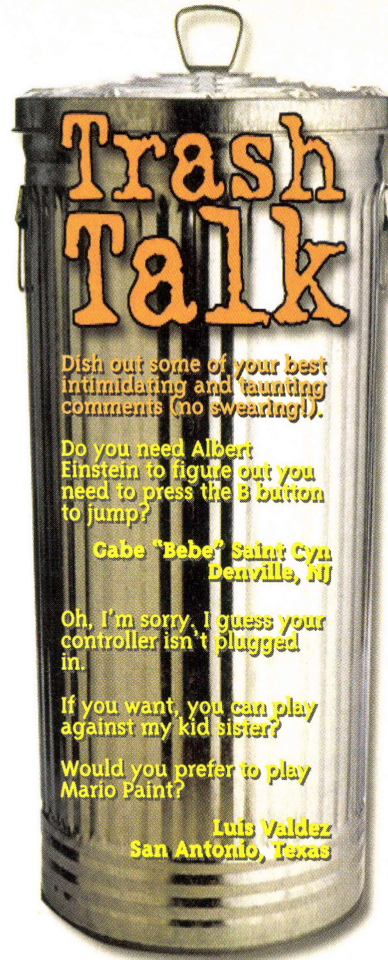
I keep hearing about a system called Pico. For example, I read, "There were even a few games by Sega shown for Pico at E." What is the Pico?

Will Thomasson
aol.com

Sega's Pico isn't a true gaming system like its Saturn. It is an educational system that teaches a variety of skills (reading, counting, motor skills etc.) to kids ages three to seven.

***Please note that we receive thousands of letters daily, and, although we would like to, we cannot answer each one personally. This also means we cannot send codes or tricks to gamers... even if gamers send money! If you have any questions and/or problems with your EGM² subscription please write to:

EGM² Customer Service
P.O. Box 55371
Boulder, CO 80322-5371



What If?

Okay, here's another chance to let your creativity really shine! Send your "What If's" in and maybe they'll get published in our mag! All you have to do is think of the weirdest possible thing that you can imagine and write it down! Easy enough!

...Michael Jackson was a man?
...32X was better than Genesis?
...Shaquille O'Neal can shoot free throws?

...Mario got stuck in the faucet?

Adi Primasto
aol.com

...Perot won the presidency?
...Mario and Luigi were

siamese twins?
...someone ate Toadstool thinking he was a mushroom?
Waters Merrill Hicks III

Gainesville, FL

...the things in the cartoon Bobby's World could really happen?
...they made Bob Dole a character in MK4?

...Ross Perot was a relative of the Perdue chicken man?
...Dan Marino turned into a dolphin?

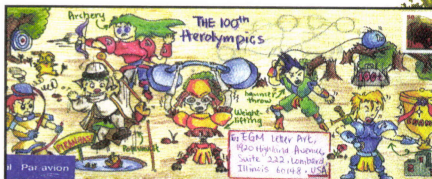
Brett Waller
Waterford, MI

...computer mice squeaked when you rolled them?
...Twisted Metal 2 had a tricycle in it?

EGM² Letter Art

Where Creativity, Your Favorite Video Game and A Stamp Can Make You Immortal*

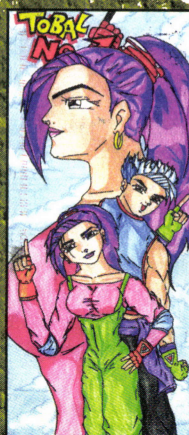
Elaine & Eddie Cheung
Mississauga, Ontario
Canada



Chris Dao
Vancouver, B.C.
Canada



Monsak Lok
Ottawa, Ontario
Canada



Put your creative skills to the test by decking out a plain #10 envelope (you know, the long, business type) with your own unique touch. Send your letter art submission to: EGM² Letter Art, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148.

* Or at least get you in the magazine and win yourself a controller from ASCII (First Prize Only)!

IMAGE ENHANCE

SCAN: 032

THERMAL READING 74°
ENDOCRINE ANALYSIS 44/33
SECTOR COORDINATES P7/DB
AMMO COUNT 1458
ALIEN HOSTILES 15.0
ALIEN CASUALTIES 0.0
SURVIVAL PROBABILITY UNKNOWN

3-001-A

PRIORITY RELEASE FLASH:

RE: HOSTILE ALIEN OUTBREAK AT AREA 51.

SITUATION HAS ESCALATED DANGEROUSLY. POSSIBLE ALIEN
OUTBREAK IMMINENT. UPGRADE STATUS TO CONDITION CRITICAL.
BE ADVISED, COMMAND HQ HAS AUTHORIZED THE RELEASE
OF THE FOLLOWING ASSAULT CLASS WEAPONS FROM SECTION K:
THE SEGA STUNNER FOR THE SEGA SATURN; THE KONAMI
JUSTIFIER AND THE A51 PATRIOT FROM INTERACT FOR PSX.

WARNING: UNAUTHORIZED USAGE IS FORBIDDEN UNDER ARTICLE
33-B OF THE SECRET WEAPONS ACT.

TRUST NO ONE.

THE #1 ARCADE GAME SHOWS YOU WHAT YOUR GOVERNMENT WON'T.

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AREA 51™
THE SECRET'S OUT.

MIDWAY

Super gold guy

Dear EGM²,

I recently read in your magazine that you could get a gold figure of your character in Killer Instinct Gold.

Well, I was wondering if you get any special moves or anything like that with this special gold character?

Danny Roder
Phoenix, AZ



If you are good enough, you're rewarded with a gold player.

As far as we know, your character just becomes golden with no special moves. However, we'll keep you posted.

Pepsi Man?!

Dear EGM²,

In Fighting Vipers, I heard of a character named Pepsi Man. But when I took a look at one of your magazines, there was no such person.

Is this person a secret character or is there a mode that can make any character you want be this guy?

Waylon Lew
New York, NY

Pepsi Man was supposed to be a character in the game. However, due to copyright and trademark legalities, Pepsi Man was taken out of the U.S. version of the game.

Massive ultra

Dear EGM²,

I was reading EGM² 28's Strategy Talk section when someone asked what the biggest combo you guys could do on Killer Instinct. You said one of the highest ones was Cinder's Massive Ultra.



Cinder fans sure miss their old flame!

Well, Cinder is my all-time favorite character, and I thought I knew everything about him until I heard this. What is his Massive Ultra and how do you do it?

I was also wondering if Cinder is going to be in Killer Instinct Gold for the N64? If not, who are the secret characters going to be?

And I just wanted to add that you guys are the best gaming magazine and you rule!

Noah Hubbard
Dolores, CO

Cinder's Massive Ultra is an example of a quirk in KI 1 and 2 where you juggle the player at

the end of the Ultra. It takes awhile and a quick hand. After your basic Ultra, you just juggle them repeatedly with F, charge F + button 1, down to forward and button 5, wait and repeat. This will continue to juggle them in a Torpedo Flash Kick combo. Cinder isn't going to be in Killer Instinct Gold for the N64.

Hello rabbit

Dear EGM²,

Okay, I have one question for you: What is the rabbit for in Super Mario 64?

Let me paint a picture for you: I get my first key and I hit the bottom level...it all seems cool until the dumb bunny appears (a little gold rabbit). Now, what is he for?

I mean I chase it for a while, but I can't catch him. What's his purpose?

Kyle Blair
Edmond, OK

Chase the rabbit to the dead end in the Pyramid Level. When

...Mario got lost in a pipe?
...the whole point of Destruction Derby 2 was to get killed?
...Interplay was called Outerwork?

Ray Nothnagel
Middletown, Ohio

...Wild 9 was a casino game?
...Worms was about a dog

with worms?
...MK stood for Mother Kong?
...Jumping Flash! was a dance?
...Final Fantasy was a dead guy's last dream?

Ronnie Klapper
Mt. Washington, KY

...Hillary Clinton was a character in MK4?
...there was a video game

called Mortal Kombat Vs. Street Fighter?
Brandon Heber
Mader, CA

...there was no such thing as a Sonic, Tails, Mario or Luigi?
Bryant Feliz
New York, NY

...Sega came with a decent

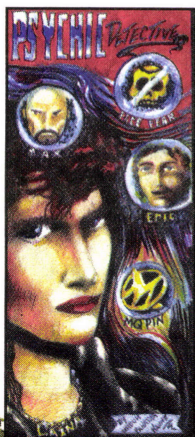
game system?
...Sega actually came out with a decent game?
Robert Tapia
Englewood, FL

...Trickman Terry's old car, "The Boat" was a hidden car in TW2?

Leandro Mejia
New York, NY

winner

Uhduh Panatha Nani
Cache, OK



Aaron St. Goddard of Kamloops, B.C., won an ASCII Specialized Control Pad for the PlayStation.

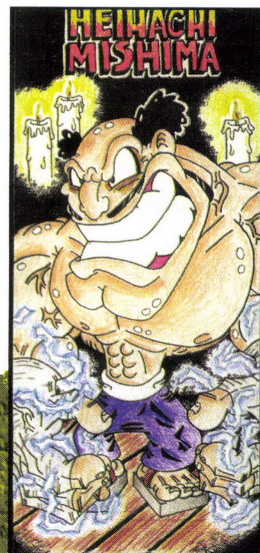
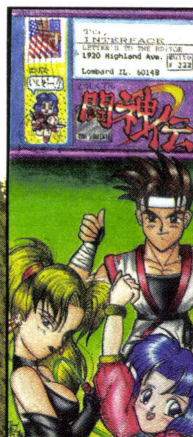


Brain Hall
Lakeland, FL

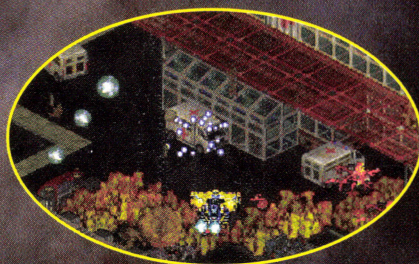
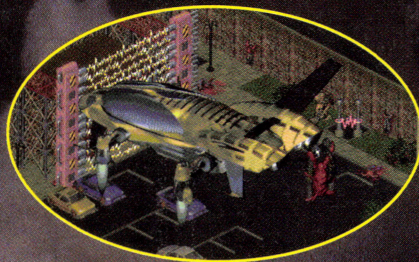


Obijah Greaux
Baytown, Texas

David Medina
Los Angeles, CA



You are here



TO SAVE MANKIND FROM IMMINENT DESTRUCTION,
WE DON'T EXPECT YOU TO BE IN TWO PLACES AT ONCE.

WE EXPECT YOU TO BE IN THREE.

... and here



... and here.

BEDLAM™

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<http://www.gtinteractive.com>



PC/MACINTOSH™



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GT
GT INTERACTIVE
SOFTWARE

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"POWERPLAY HAMMERS FACEOFF OPPOSITION... RARELY DOES A VIDEO GAME DELIVER THE ESSENCE OF THE SPORT...POWERPLAY'S GRAPHICS AND GAMEPLAY SKATE AWAY WITH THE CUP."

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"POWERPLAY'S GAMEPLAY IS SECOND TO NONE."
-COMPUTER GAMING WORLD

"THE GAME THAT STOLE THE TORCH FROM EA'S NHL SERIES AND BROUGHT THE SPORT OF HOCKEY INTO THE 32-BIT AGE."

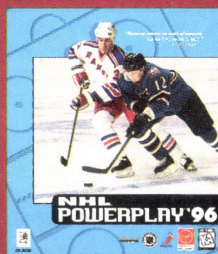
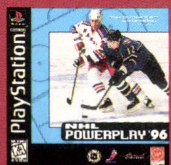
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**NHL
POWERPLAY '96**



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he tries to run past you, hit your Attack button repeatedly, and you will grab him.

You will need to grab the rabbit twice in the game. Each time you will be rewarded with a star!

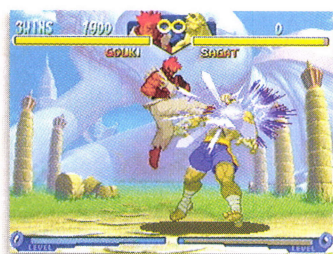
Moves, please

Dear EGM²,

I would like to know if you could send me some moves for Street Fighter Alpha 2 and some moves for Mortal Kombat Trilogy? Thank you.

Derrick Bender
Chicago, IL

All the moves for Street



Learn how to do some cool SFA2 moves with issues #28 & #29.

Fighter Alpha 2 can be found in EGM² #28 and #29. The moves for Mortal Kombat Trilogy can be found in issue #29 and #30.

Feel the storm

Dear EGM²,

In your June issue, you had a strategy section on Iron Storm. I followed the American strategy for the defense of Okinawa, but I was not quick enough to destroy the second Japanese HQ (labeled 7 on the map), so it ended on a draw. On the U.S. flow chart in your mag it says I will still fight at Operation Coronet.

So then I did the campaign for the Germans and I was kicked all around by the British and French. I expected I could hold out until a draw, but it never came. I held and held until I was destroyed.

Is the reason the Germans do not have a draw because Hitler wanted his men to fight to the last?

So then I was the Japanese. I looked at the flow chart and it said the first two battles were Assault on Nomohon and Ambush on Pearl Harbor, but I was fighting the Russians! So, what's going on?

Ben Martin
Forest Grove, OR

The German scenario, Ben, is very hard. You can get a draw but it is extremely difficult. During your second scenario, you are fighting the Chinese and Russian.

Also, please remember that the flow chart published in your June issue was a preliminary version from Working Designs and was subjected to change. However, NUKE did have the updated flow chart for the game up on the Web site.

I need a Sweet Tooth...

Dear EGM²,

I have some questions to ask you. I heard that there is a code

for Twisted Metal 2 to play as Sweet Tooth and Minion. Is this true? I think that your magazine is the best!

Ernie Davis
Napa, CA

Go into the Car Selection Screen and press the following buttons to play as either Sweet Tooth or Minion:

Sweet Tooth: Up, Li, Triangle, Right.

Minion: Li, Up, Down, Left.

You will hear an explosion to confirm that you have entered in the correct code!

Look for more Twisted Metal tricks in this issue as well as upcoming issues of EGM²!



Sweet Tooth fans can play as their favorite ice cream truck.

Lets Get Personal

The nicknames given to our staff reflect the type of "characters" that fit their personalities (sorta). Here is everybody's top three choices.

Howard Crossman

1. Snow Leopard
2. Q (Star Trek)
3. Grinch

Mark Hain

1. Fozy Bear
2. Captain Kirk
3. Cable

Andrew Baran

1. Boba Fett
2. Lump of Coal
3. Tito and the Tarantulas

John Gurka

1. Juggernaut

2. Atlas

3. The Hut

Tim Davis

1. Rolento
2. Frankenstein's monster
3. Platypus

Jason Streetz

1. The Machine
2. Data
3. Clockwork Smurf

Scott Augustyn

1. Christian Slater
2. Gecko
3. Techno

Dave Ruchala

1. Han Solo
2. Archangel
3. Jack Tripper

Q&A

Here it is, the monthly feed-back column where we (or you) pose a specific question and everyone writes his/her views. Let's get REAL!

A few of you responded to the Q&A from our October issue. Here's what some of you said about system trends:

You're absolutely correct when you state that the installed user base of 32- and 64-Bit systems is small compared to 16-Bit. Your magazine, as well as every other one out there, points out this

fact time and time again.

What no one mentions is how long it took 16-Bit to build up that user base. The 16-Bit had a slow start as well. At first, it was only Sega with their Genesis. They had a fairly slow growth until they began to push themselves as the "sports machine" and then Sonic came along to give them a mascot.

The same holds true for 8-Bit was well. Nintendo wasn't given a huge following from day one.

So, 32-Bit isn't huge yet, but I don't feel that any past system really hit their stride until about their two-year anniversary mark.

I guess the final analysis is: The new systems are only as good as their programmers/games. But hasn't that been

the way it's always been?

As long as Nintendo keeps cranking out quality titles, they're correct in their assumption that they do not need quantity. Sony and Sega would do better to concern themselves with the same issue. This is especially true for Sony who keeps making news for turning down titles for not being 3-D.

Maybe there hasn't been an abundance of originality on the new platforms as far as types of games, if you look at it as "another Mario" game or "another shooter" (Panzer Dragoon). But there is originality if you look at how they present these games.

It's sort of like reinventing the wheel. Yeah, it's still a wheel. It still rolls, but the ride is so much finer

(if they make it right).

Jeff Fuller
Bluffton, IN

What is the gaming trend coming to? First Nintendo then Super NES and the Genesis then PlayStation and Saturn and now N64 with M2 and Sega's 64-Bit system around the corner. I mean it's just crazy. One system is cool a year or two and then another system comes out.

When you save enough money to buy the other system, that one becomes obsolete. You have to save another couple hundred to even buy that "super" system.

System trends are just system pains!

Jake Sharp
Renton, WA

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So power up, head for Saturn, and prepare for a Sonic adventure that is not of this earth.



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Top 10 "Sequel" Games

1. **Super Mario 64**
Nintendo
2. **Tekken 2**
Namco
3. **Twisted Metal 2**
Sony
4. **Madden '97**
EA
5. **Soviet Strike**
EA
6. **PilotWings 64**
Nintendo
7. **SFA2**
Capcom
8. **MKT**
Williams
9. **Destruction Derby 2**
Psygnosis
10. **DKC 3**
Nintendo



Arcade Games

1. **X-Men Vs. Street Fighter**
Capcom
2. **Die Hard Trilogy**
Sega
3. **Golden Tee 3D Golf**
Incred. Tech
4. **Super Puzzle Fighter 2**
Capcom
5. **Tekken 2**
Namco
6. **Soul Edge Ver. 2**
Namco
7. **Metal Slug**
SNK
8. **NBA Maximum Hang Time**
Midway
9. **Dungeons & Dragons '96**
Capcom
10. **Namco Collections Vol. 2**
Namco



Courtesy of Replay Magazine, December 1996

Pinball Games

1. **Scared Stiff**
Bally
2. **Attack From Mars**
Bally
3. **Arabian Nights**
Williams
4. **Addams Family**
Bally
5. **Independence Day**
Sega
6. **Theatre of Magic**
Bally
7. **Star Trek**
Williams
8. **Big Hurt**
Cottlieb
9. **Congo**
Bally
10. **World Cup Soccer**
Bally



Courtesy of Replay Magazine, December 1996

Console Games

1. **MK Trilogy (PS)**
Williams
2. **Super Mario 64**
Nintendo
3. **Madden 97 (PS)**
EA
4. **UMK3 (Super NES)**
Williams
5. **Monopoly (Gen)**
Parker Bros.
6. **UMK3**
Williams
7. **Ridge Racer Revolution (PS)**
Namco
8. **UMK3 (Gen)**
Williams
9. **Crash (PS)**
Sony
10. **Caesar's Palace (Gen)**
Virgin

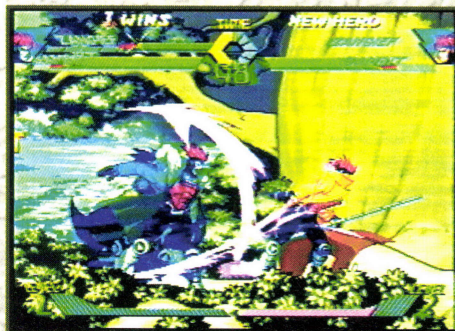


Courtesy of Best Buy October 1996

Reader's Top Fives

Benigno Palmo Agana, Guam

1. Super Mario 64
2. PilotWings 64
3. Killer Instinct 2
4. Tekken 2
5. Cruis'n USA



Michael Ryan 29 Palms, CA

1. X-Men Vs. SF
2. Killer Instinct 2
3. Night Warriors
4. Sega Rally
5. WS Baseball 2



Chris Rickman Via Internet

1. MK Trilogy
2. Super Mario 64
3. SFA2
4. Kirby Super Star
5. Resident Evil



Rod Ft Laud., FL

1. Night Trap
2. Wing Commander III
3. Daedalus Encounter
4. Snowjob
5. Psychic Detective

Tina McKoy Hopkins, MN

1. Tomb Raider
2. NIGHTS
3. UMK3
4. Powerslave
5. Disruptor

Editors' Top Fives

Howard "Q" Grossman

1. Red Alert
2. Master of Orion 2
3. X-Men Vs. Street Fighter
4. DKC3
5. Super Mario 64

Mark "Kirk" Hain

1. Legacy of Kain
2. Virtua Cop 2
3. Shadows of the Empire
4. Tomb Raider
5. X-Men Vs. Street Fighter

John "Worf" Gurka

1. Suikoden
2. WaveRace 64
3. Soviet Strike
4. Shadows of the Empire
5. Tetris Attack

Andy "Odo" Baran

1. Mario Kart 64
2. Twisted Metal 2
3. Shadows of the Empire
4. Master of Orion 2
5. Tetris Attack

Tim "the Reliant" Davis

1. Tomb Raider
2. Virtua Cop 2
3. F-1
4. KI Gold
5. Legacy of Kain

Dave "Riker" Ruchala

1. Dragon Force
2. Tomb Raider
3. SimCity 2000
4. Master of Orion 2
5. Legacy of Kain

Scott "the Borg" Augustyn

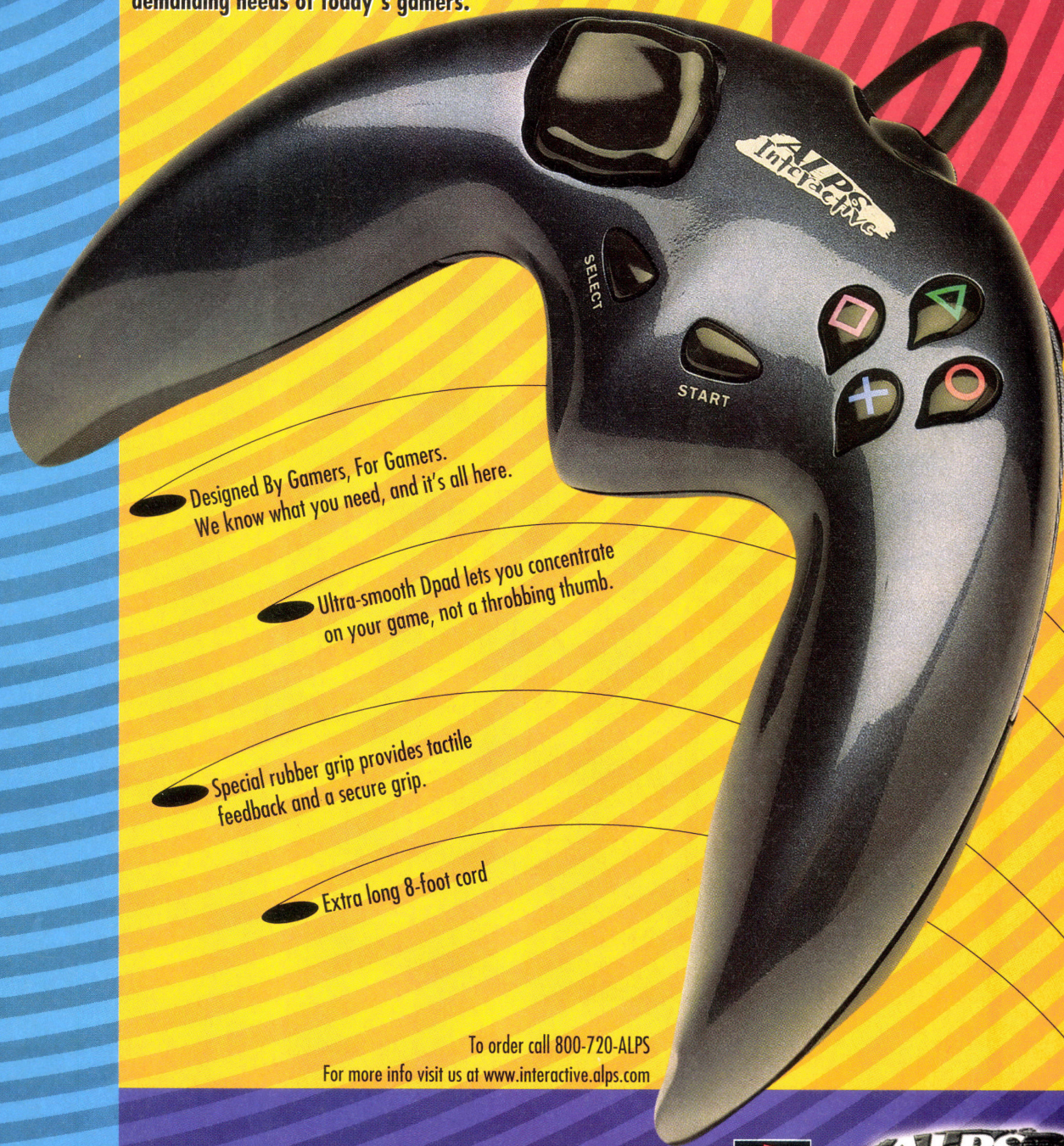
1. Command & Conquer
2. Virtua Cop 2
3. Shadows of the Empire
4. KI Gold
5. Persona

Cyril "Spock" Wochok

1. Super Mario 64
2. Tomb Raider
3. Shadows of the Empire
4. WaveRace 64
5. F-1

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DIE TRILOGY HARD™



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—Electronic Gaming Monthly

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—Game Fan

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—EGM²

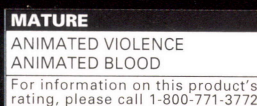
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—Miami Herald

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Works Best With:



Wave Race

KI Gold



Featuring a joystick that screws into the D-pad or analog control, the Arcade Shark is the first N64 peripheral to bring an arcade-style feel to the 64-Bit machine. In addition, it features auto fire and slow-motion switches. A covered slot in the back is the plug-in spot for the N64 memory card.

Name: Arcade Shark

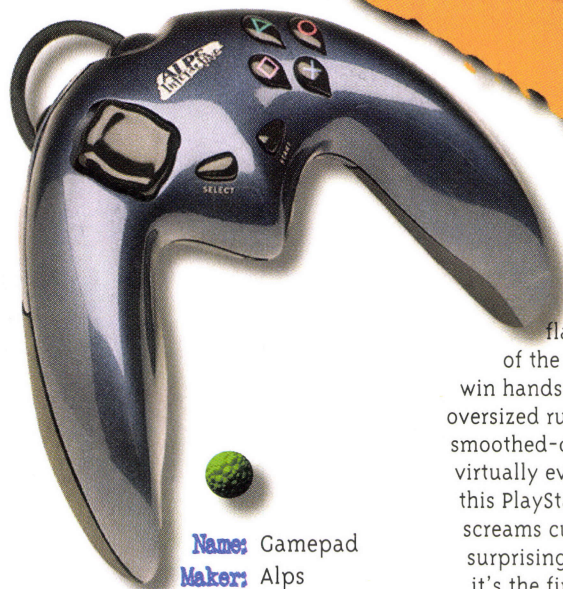
Maker: InterAct

Price: \$60

Availability: Now



top tools



Name: Gamepad

Maker: Alps

Price: \$40

Availability: Now

Works Best With:



Crash Bandicoot



WipeOut XL



Puzzle Fighter

If there was an award for flashiest controller of the year, this pad would win hands-down. From its oversized rubber grip to its ultra smoothed-out blue-metal finish, virtually everything about this PlayStation controller screams cutting-edge. Not surprising, considering that it's the first third-party video game peripheral from Alps (a well-respected manufacturer in industry circles). Adding to the look are rounded, polished

buttons and a D-pad. Gamers willing to invest in a durable PS pad that will be sure to turn heads will do well with this hi-fi peripheral.

It's one thing to talk the talk, but to back it up with truly superior gameplay requires more than just an ordinary controller. In this new section, EGM* shows off new accessories to take your game to new heights.

owners. Special cords make the sturdy joystick compatible with the Sega Saturn, Super NES and Sony PlayStation. If that wasn't enough, the Psychopad K.O. features individual auto fire switches, slow motion, plus macro buttons capable of storing 10-move controller combos—a nice aid for fighting game newbies. But even without these features, it still winds up a decent deal.



Name: Psychopad K.O.

Maker: ACT Labs

Price: \$60

Availability: Now



SFA2



Tekken 2



MKT

Works Best With:

PlayStation

Saturn

Genesis

SNES

N64

One of the most sturdy and durable controllers comes from a company that can make adapters for this peripheral work on anything from arcade to all home platforms. Each additional "plug" costs \$30, but you have the ability to use as many interfaces as you want. Still, with all its

flexibility, its best asset is its arcade-style feel. As you can tell from its size, it is solid, and it is built with the same responsive micro switches that give it that arcade-quality playability. If this wasn't enough, the gurus at MAS also make custom controllers. It's definitely for arcade fans!



Name: Super Pro Stick

Maker: MAS

Price: \$80

Availability: Now

When Sega introduced *NiGHTS* to the world, it also introduced this analog/digital pad—a UFO-shaped controller with the Shift buttons placed underneath. Less known is that this pad is compatible not just with

NiGHTS, but with virtually every Saturn title out. (In fact, game testers at Sega encourage owners to try the analog control with racing games—the control is so smooth, they vow you'll never use the D-pad again.) In any case, gamers looking for an all-purpose Saturn controller can end their search here.



Tekken 2

MKT

SFA2

Name: 3D Control Pad

Maker: Sega

Price: \$40

Availability: Now



Innovations

If nothing else, 1996 can be called the "Year of the Controller." Hardly a month passed by without Nintendo, Sega or Sony touting a new controller design aimed at revolutionizing the way video games are played. If that wasn't enough, other companies tested the waters with unique product ideas—some are shown on these pages.

Name: Game Shark

Maker: InterAct

Price: \$50

Availability: Now



Given the deluge of new controllers and products, don't feel bad if you haven't kept up with the "evolution" of the next-generation peripherals. That's why *EGM* charted 1996's most notable product developments—and what it means to you:

1. Attack of the Analog: Nintendo's idea of marrying a D-pad controller with an analog control just caught on like wildfire, as more 3-D games jumped up to take advantage of

it. Sega countered with a Saturn 3D Control Pad (shown above) that had a rotating analog thumb pad instead of a stick. Not to be outdone, last fall Sony upped the ante by showing off a PS controller prototype with not one, but two, analog sticks.

2. More Analog: ASCII and Spacotec also made news when they announced plans for a new analog PS pad. A rotating rubber ball would control motions on screen.

Works Best With:



Panzer Dragoon 2



NiGHTS



Sega Rally

Works Best With:

Panzer Dragoon II

Black Fire

The flight sim experience is no less exciting on the Sega Saturn, thanks to the Mission Stick. Two of its stand-out features are a sliding switch on the analog joystick for Z-axis control with some games, and a flip-side base that can position the joystick to the left or right of the auto fire-capable buttons.

Name: Mission Stick

Maker: Sega

Price: \$70

Availability: Now

Innovations

3. Game Shark Hacking: Are you sick of waiting for magazines to print Game Shark codes? You're not the only one; that's why InterAct, at year's end, introduced the Shark Link, which hooks up your PS Game Shark to a PC. Using some fairly technical game data analysis, users can find and test their own Game Shark codes.

4. Memory Card, Meet the Floppy Disk: The problem—RAM memory cards are just too expensive. The solution—replace them with inexpensive floppy disks. That's exactly what InterAct did with its Memory Disk Drive, which saves PS games on any 3.5-inch floppy disks. At \$100, it doesn't come cheap. But for all those who just need to save every game they've ever played, this drive winds up a superb money saver.

5. The Link Languages: In Japan, Sega introduced a Comm Link Cable to hook up two Saturns for head-to-head play. Yet, a lack of a market prevented it from making it to the United States. On Sony's front, the company reportedly had problems forcing some developers to include link play with its games—as some developers complained, "Few people use the link, so why should we waste time making games for it?"

Works Best With:

Bogey: Dead 6

Descent

Warhawk

Yes, this controller may look wacky, but it's the first Sony peripheral to support dual-analog games such as Bogey: Dead 6. While all eight buttons are represented on the base, they're

also located on and behind the pair of joysticks. The right joystick also has a

circular thumb pad that works like the standard controller's D-pad. A switch lets the controller also operate in Digital Mode (only one joystick needs to be used) for standard PS titles.

Name: Flight Force Pro

Maker: InterAct

Price: \$70

Availability: Now

Name: Dual Analog Joystick

Maker: Sony

Price: \$70

Availability: Now

If you want to play a flight sim, why not use the same setup "real" fly jocks use? That's the approach InterAct Accessories has taken with this peripheral (N64 version pictured). The peripheral consists of two parts,

which can be positioned freely by the user. The first is a full analog flight stick, complete with a full array of fire buttons at its head. The second part is a throttle control, which also has a complete set of buttons—all of which can be programmed. There's also a version for the PlayStation, which offers mostly similar features but is housed in gray plastic.

Works Best With:

PilotWings

Bogey: Dead 6

Warhawk

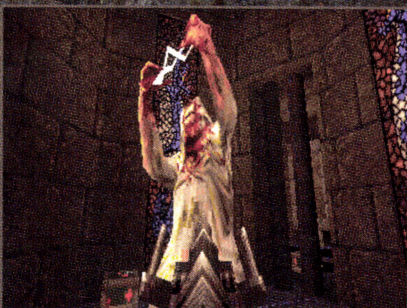
PlayStation

Saturn

Genesis

SNES

N64



they never attack in hor... seen in

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of a terrifying new
level of immersive
technology."*

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— COMPUTER GAMING WORLD

— PC MAGAZINE

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— USA TODAY

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— BOOT MAGAZINE



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top tools



Name: Steering Wheel
Maker: Mad Catz
Price: \$80
Availability: Now



The beauty of the Fazor—aside from its wildly futuristic design—is that it works for either the PlayStation or the Saturn through special adapter plugs. It's like getting two peripherals for the price of one, which makes

it a great deal for multisystem gamers. The Fazor is also lightweight—the extra plastic used in other, more conventional gun designs has been eliminated here. Buttons for special weapons (or a rapid-fire button for Sega Saturn games) are flanked on either side of the gun, making it easier to use for both left-handed and right-handed players. Also, the gun has a narrower gunsight compared to others; it allows more precise aiming. As long as game companies keep making light-gun games, the Fazor should have a long life ahead.



F1



WipeOut XL



Ridge Racer Revolution

Works Best With:

Name: Fazor
Maker: Mad Catz
Price: \$30
Availability: Now



Works Best With:



Area 51



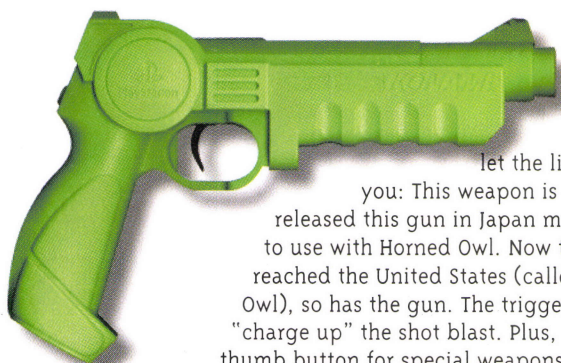
Die Hard Trilogy

Innovations

6. **Think Positive Thoughts:** IBVA Technologies designed a console game controller that uses brain waves—yes, brain waves—to play video games. So much for critics who say that video games turn kids into mindless zombies...
 7. **inter.net@videogame.cons.ol.es:** Sega effectively brought the Internet—and

e-mail, network gaming, etc.—to the 32-Bit Saturn with the Net Link, a modem-in-a-cartridge that can be used with a keyboard and mouse—the Net for cheap.
 8. **Ooh, Vibrate Me:** The next catch phrase in controller design could very well be "force feedback." When Sony unveiled its PS dual analog pad, it stated it would have "force feedback" ability. That means the controller's analog sticks (with a

properly programmed game) would vibrate in response to the game—such as an on-screen explosion or direct hit to your vehicle. Less than a month later, Nintendo got into the act, displaying a "force feedback" device of their own, which plugged into the N64's memory card slot.
 9. **Virtual On!** Last-minute news: Sega offers via mail-order a dual analog joystick to use with the Saturn robot fighter.



Name: Justifier
Maker: Konami
Price: \$25
Availability: Now

Don't let the lime-green color fool you: This weapon is killer. Konami first released this gun in Japan more than a year ago, to use with Horned Owl. Now that the title has reached the United States (called Project: Horned Owl), so has the gun. The trigger can be held back to "charge up" the shot blast. Plus, the gun's back has a thumb button for special weapons such as grenades.

Horned Owl



Works Best With:

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#5 Takes the whole celibacy thing seriously (thank God)

#6 Never once did an infomercial for starving third-world children

#7 Her rosary doubles as a kill counter

#8 Fills you full of holiness

#9 Non-denominational: happily exterminates all God's children

#10 Doesn't sell flowers at the airport or bring signs to football games

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— Game Fan

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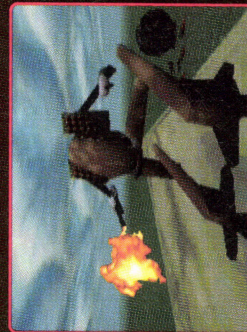


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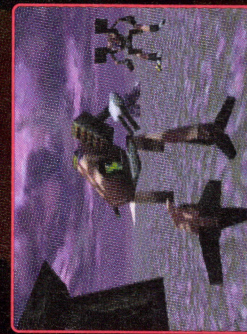
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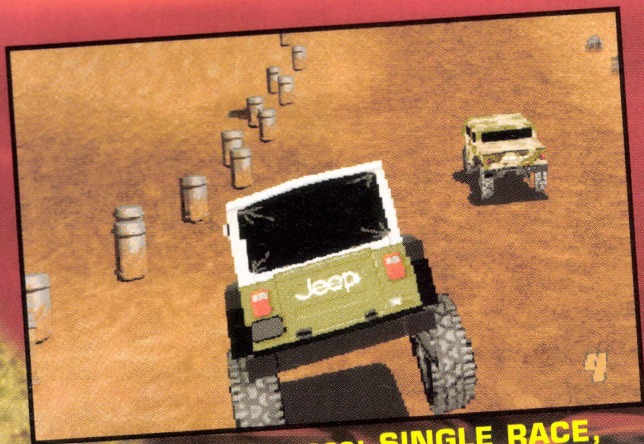
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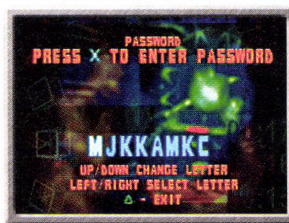
trick of the month

BLAST CHAMBER

System **PlayStation** Publisher **Activision**



To access the Password Screen, go into the "Load" Option.



Enter each password here at the Password Screen.

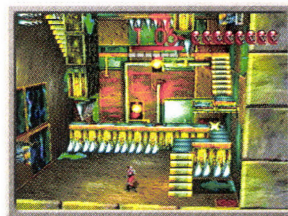


Then begin at the level you chose and start running!

Stuck in a certain area in the game? Not enough guys to help you pass a difficult level? The following passwords will enable you to start at various areas within the game and will supply you with enough men to get you through the level. To enter them, go to the Password Screen and enter the following codes that will take you to the select level of choice.

NAEMMAAB (Ziggurat)
MAGDIEAH (Backstab)
NINKPDME (Fall N Arch)
MJKKAMKC (Fugitive)
JODPIGEH (Rainbow)
ICJPABNA (Lavapalooza)
After entering the code, hit the X button to enter the password and begin playing.

Mark Langston
Augusta, GA



The later levels are much harder, but you will begin with plenty of men.

Cheat Sheet

Level Passwords

The passwords above are all the level passwords to the game. Just enter them on controller one at the Password Screen within the game.

POWER TRIP

worthless useful godlike

WAVERACE 64

System **Nintendo 64** Publisher **Nintendo**

Here's a helpful trick to help keep you from losing time during a race. If you happen to fall off your bike for some unknown reason, just rapidly press the A button after you fall off. It just might save you a few seconds in a crunch!

Mike Wibben; Durand, IL



To get back on your bike faster than normal, rapidly hit the A button.

Cheat Sheet

Access Bike quickly

Just follow the directions above to get your butt back on your bike after falling off it during a race. This will save you a valuable second or two.

POWER TRIP

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"A SUPERIOR RACING GAME THAT HAS YOU TEAR-ASSING DOWN THE HIGHWAYS OF GODZILLA'S FAVORITE STOMPING GROUND!"
-VIDEO GAMES

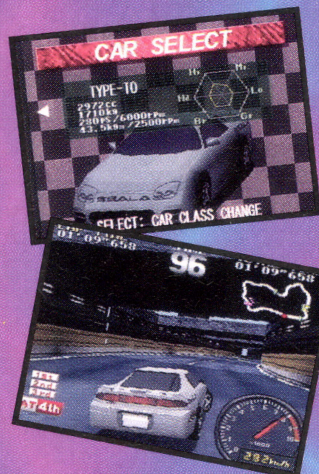
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Machine Head

(Eidos Interactive/
PlayStation)
Various Passwords

The following are plenty of codes and passwords that will access Infinite Energy, Ammo and all the levels within the game. To enter them, just go to the Main Menu and input the following:

Cheat Codes

For Infinite Ammunition press: **Circle, Circle, Circle, Circle, L1, Circle, L1, L1, Circle, L1, Circle, L1, L1, Circle, L1, Circle, L1, L1, L1, L1.**

For Infinite Energy press: **Circle, L1, L1, L1, Circle, L1, Circle, Circle, L1, Circle, Circle, Circle, L1, L1, L1, L1, L1, Circle, Circle, L1.**

To enter level passwords, go to the Password Screen and input the following:



Level Passwords

Level 1.2: **SQDZF05TJJ**
Level 1.3: **HYM7G0DECM**
Level 1.4: **EPPGH0XWDQ**
Level 2.1: **I54FH0D5BF**
Level 2.2: **E94FH0LLKJ**
Level 2.3: **MHLFH0DTCM**
Level 2.4: **ALLFH0XGPU**
Level 2.5: **BDNJH0LLPU**
Level 3.1: **5SBGH0XIKJ**
Level 3.2: **E9GGH0JIQH**
Level 3.3: **9F0JG0LZJD**
Level 3.4: **SKAGH09P40**
Level 4.1: **JJ0BNN9FCM**
Level 4.2: **EYJH0P7BF**
Level 4.3: **JQNFOH0T7BF**
Level 4.4: **7G9DA0M0CE**
End Sequence: **6H9DA0QJ2F**



ALIEN TRILOGY*

System **Saturn**

Publisher **Acclaim**



Enter the "Unlimited Ammo" code here at the Password Screen.

Here are a couple codes that will surely help you out! Just enter them both at the Password Screen to access a Stage Select and Unlimited Ammo! At the Password Screen, enter: **F1LLMYPOCK1TS** and then go into the game for Unlimited ammunition.

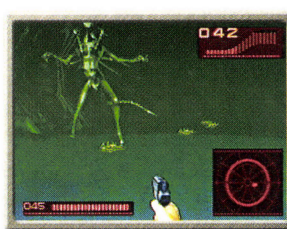


Your ammo will now stay full all through the game!

Also enter: **FLYT0??**. Except don't enter in the question marks. Instead, punch in the level you wish to play in. For example, enter: **FLYT017**. This will bring you to level 17. There are a total of 34 levels and #35 is the Ending sequence. Have fun but try not to go to the last level first!



Enter the "Stage Select" code here at the Password Screen.



Now you will be able to skip to any level in the game!

Cheat Sheet

Unlimited Ammo,
Stage Select

Enter the cheats above at the Password Screen to access an Unlimited Ammo cheat and a Stage Select to move ahead in the game.

POWER
TRIP

worthless useful godlike

WIPEOUT XL

System **PlayStation**

Publisher **Psygnosis**



At the PlayStation Screen, press and hold the correct buttons.

After you put the WipeOut XL CD in the system, wait until the PlayStation logo appears and then press and hold L1+R2+Start+Select. You must hold these for the duration of the trick, or it will not work. When the Title Screen appears, take your finger off the Start button and then press and hold Start again with the rest of the buttons, while the loading screens are



Keep holding and at this screen press Start while still holding.



Select the animal, track and class you wish to race with.

on. Once the Main Menu appears, you will be rewarded with animal



If done correctly, the ships will be replaced with animals!



You will be racing against other animal teams throughout the game.

vehicles that have replaced the regular teams. Choose your new ship, as well as the other options and begin your race!

Cheat Sheet

Animal
Vehicles

When the PlayStation logo appears, press and hold L1+R2+Start+Select. Hold them for the duration of the Loading Screens to get the animals.

POWER
TRIP

worthless useful godlike



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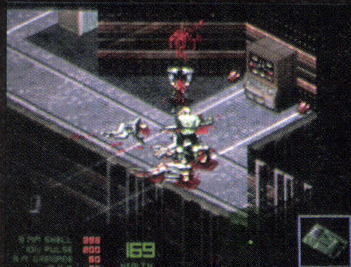
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GameFan



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"Overkill is not only finely tuned and balanced, but a godsend for those fond of 40+ levels of blasting carnage."

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EGM



"Hot rendered graphics, crazy transparencies, burnin' music. Another fine Konami effort."

GameFan

"Overkill offers hours of blood-drenched fun, and there's plenty of replayability...hundreds of hidden areas."

PS Extreme



01:00:13:06

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By accident.

01:00:16:21

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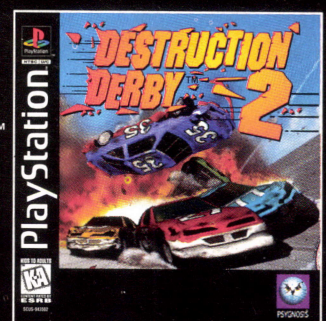


PSYGNOSIS™

01:00:14:17



01:00:18:03



Tecmo World Golf

(Tecmo/PlayStation)
Game Cheats

Here are a few cheats to try next time you tee off. All are done by going to the Options Menu, except for the Metallic Player code. Just enter the following methods to gain access of the various cheats.

To Change Wind Direction: Go to the Options Menu and select "Function." Then select "Time Set." Set the clock to 12:34:56 and then press Square and Triangle simultaneously. If done correctly, a screen will appear with the option to change the wind direction in the game.



To Move Ball During Game: Go to the Options Menu and select "Function." Then select "Time Set." Set the clock to 06:19:56 and then press Triangle and X simultaneously. If done correctly, a screen will appear with the option to move your ball anywhere on the course. Talk about a cheat!

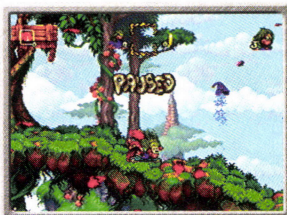
To Move Cup Position: Go to the Options Menu and select "Function." Then select "Time Set." Set the clock to 15:14:38 and then press Triangle and Circle simultaneously. If done correctly, a screen will appear in which you will be able to move the cup around the green. Who would want to do that?



Continued on pg. 56

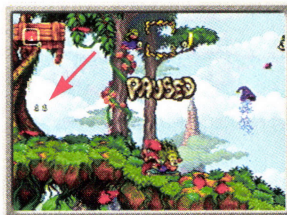
THE ADVENTURES OF LOMAX

System **PlayStation** Publisher **Psygnosis**



Anywhere within the game hit Down+Start to pause.

This is a great cheat to allow you to skip Lomax to various levels in the game. To do this, press Down+Start when in a game. This will pause the game. Now, hold Up and hit: Triangle, Circle, X and Square. A small number should appear on the left side of the screen. This is the Level Select. Change the levels by pressing L1+Select. Then hit L1+Start

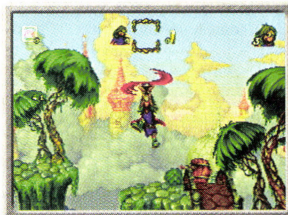


Then hold Up and enter: Triangle, Circle, X and Square.

when you want to choose that level. Plus, here's an added bonus! Lomax will also have the ability to fly around the screen by pressing L1+Square. This can only be done after the Level code is active. By flying around you can get to places that are hard to get at. Just press L1+Square again to come back down, just watch where you land though!



A number will appear on the screen. Change this using L1+Select.



Finally, you can fly anywhere just by pressing L1+Square. This is a way to make you invulnerable. Just watch where you land!

Cheat Sheet

Level Select,
Flying Trick

Use the cheat above to enable a Level Select within the game. You can also activate a cheat that will fly you anywhere in the level!

POWER
TRIP

worthless useful godlike

WAVERACE 64

System **Nintendo 64** Publisher **Nintendo**



Choose Stunt Mode, choose Dolphin Park and do every stunt.

Care for a new ride? How about a dolphin! Choose Stunt Mode from the Main Menu. Then select your watercraft. You must make sure that you choose Dolphin Park on the Course Select Screen. Begin your race. To get the trick to work, you must pass through every ring and perform every stunt within the course. Once you do this, you will



Then choose Championship Mode with the skill of Normal.

hear a dolphin squeak at you. Now, go back to the Main Menu and choose Championship Mode with the skill of Normal. Pick the Warm Up Option and when choosing your watercraft, hold Down on the analog stick and press the A button until you start your race. Now you will be in Dolphin Park riding on the back of a dolphin instead of your Jet Ski!



Choose Warm Up Option and then at the vehicle select enter code.



If done correctly, you will be in Dolphin Park riding on a dolphin!

Cheat Sheet

Dolphin Trick

This trick isn't the easiest to pull off but well worth it! Just follow the instructions above to end up at Dolphin Park riding on a dolphin!

POWER
TRIP

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FORMULA 1

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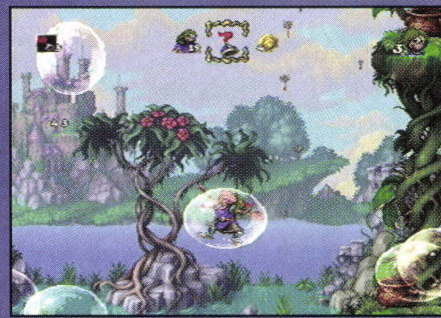
Lomax & Evil Ed take Good vs Evil to a whole new level.

44 of them to be precise.

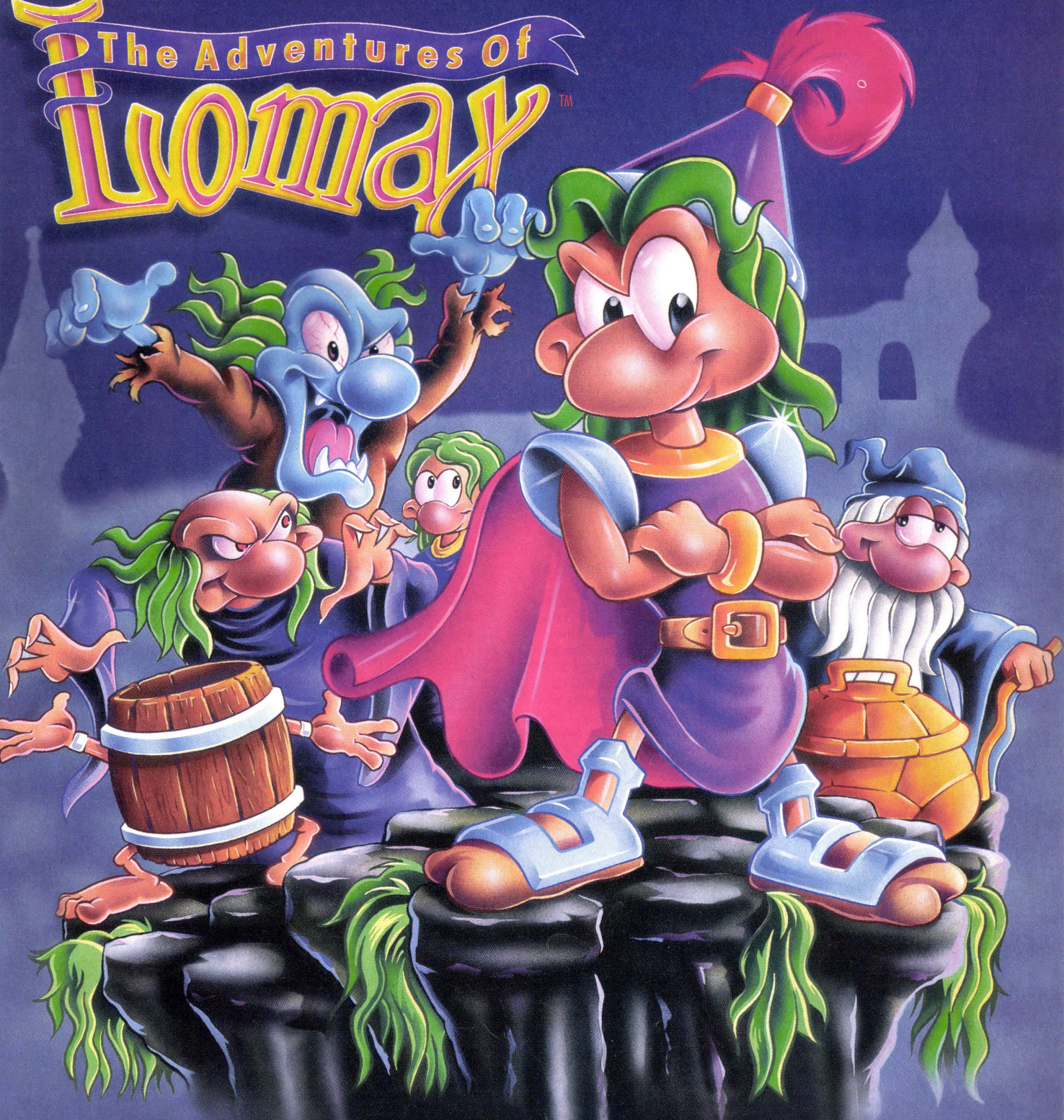
If you want to fight evil, then you'd better be ready to go the distance. The mischievous Lomax is in way over his head. But only he has the power to conquer Evil Ed and break the diabolical hex that has been placed on his friends.

Zoom in & out of detailed landscapes up to 10 layers deep. Use amazing flame-thrower helmets, helicopter helmets and many more, to vanquish evil.

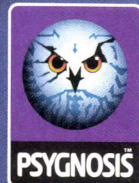
But look out. The Adventures of Lomax can be habit forming, and that's something even you may not be strong enough to fight.



The Adventures Of Lomax™



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Tecmo World Golf

(Tecmo/PlayStation)
Game Cheats Cont.

To **Change Players' Colors**: Go to the Option Menu and select "Function." Then select "Music" and turn to Off. While holding the Triangle button down, press R1 or R2. Note: (This will only work when the ball is in the T-UP stage).

For **Metallic Player**: When you are customizing a character, enter the name: R.Masel Note: (Be sure that there is no space between the period and Masel). The face of Bob must be chosen. Then go into the game and when the Loading Screen appears, enter the code: Left, Up, Right, Down and R1. If done correctly, your character should turn into a metallic golf player!



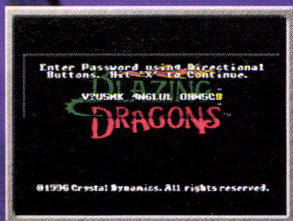
Blazing Dragons*

(Crystal Dynamics/
PlayStation)
Final Password

If you happen to be really into this game, ignore this cheat. This is the final password to the game. To enter it, just go to the Password Screen and enter the password:

V?U5MK 4N6LUL OHW5CB

This should bring you to the final sequence of the game, "Black Dragon's Bowels."



VIRTUAL ON

System **Saturn**

Publisher **Sega**



At the Main Select Screen, press the Left shift when choosing.



This will change the mech's color at the Character Select.



When at the "Start" Screen, hold Down and press both Shift keys.

The following cheats once entered will gain access to various options, such as different camera views, mech color changes and more! To access these cheats, just enter the following.

To **Change the Mechs' Colors**:

Press the Left Shift at the Main Options Screen when selecting the type of game you wish to play.

To **Select Jaguarandi**: Press and hold Down at the Start Screen and hit both Shift keys. Now go to the Character Select and he will be selectable!

To **Change Camera Angles**: During the game just press X+Y+Z at the same time.

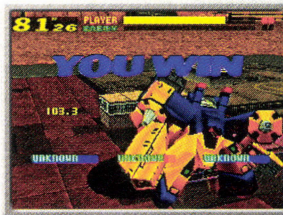
To **Change Raiden/Temjin Mechs' Colors**: While at the Start Screen hold the Up button and press both Shift keys simultaneously. Then go to the Character Select Screen and you should notice the difference.



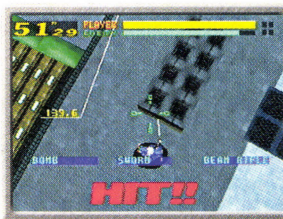
This will allow Jaguarandi to be selectable at the Character Select.



The other code at the "Start" Screen will make Raiden and Temjin yellow.



You should find that this mech can do some damage!



Anytime during a match, hit X+Y+Z to change camera views.

Cheat Sheet

Various Cheats

Here are several cheats that will access various options within the game. Just follow the procedure above to enable them.

POWER
TRIP

worthless useful godlike

PRINCE OF PERSIA 2

System **Super NES**

Publisher **Titus**

Here is a great method to move your way through the game using a Level Skip. Just go to the Options Menu and press and hold: Down, A, X and the L Shift button in that succession. If done correctly, the background clouds will fly by faster. Now, begin your game, and when you wish to move to the next level, hit the Select button. You will proceed to the next level!



At the Option Menu press and hold: Down, A, X and L button in that order. Then begin your game.



While in the game, just hit the Select button and you will advance to the preceding level. Do this as often as you wish.

Cheat Sheet

Level Skip

In order to access a Level Skip within the game, just go to the Options Screen and enter the above code. Then begin your game and hit Select.

POWER
TRIP

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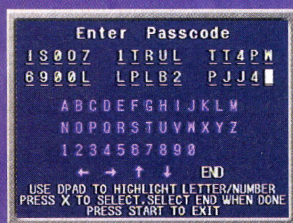


**Windows® 95 and
PlayStation™ CD-ROM**

Space Griffon VF-9

(Atlas/PlayStation)
Level Passwords

If you are having some difficulty jumping ahead in this game, here are a few level passwords that will take you to the later areas in the game. Just go into the Passcode Option at the Main Menu and enter the following. Note: (zero)=the number 0.

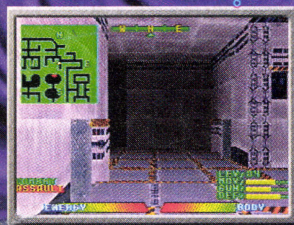


For Level 34, Floor 5 enter:
IS(zero)07 1TRUL TT4PW
69(zero)(zero)L LPLB2 PJJ4B

For Level 38, Floor 6 enter:
8XKSB 7HR1B LN(zero)NW
EI13L MSQNJ 957UZ

For Level 41, Floor 6 enter:
7EK(zero)A VUX(zero)3 617NP
MP2XV MSI1Q L147M

Andrew Cole
Lumby, B.C.



Twisted Metal 2

(Sony Computer
Entertainment/PlayStation)
Stage Tricks

For a little added fun in your game, try out these great stage tricks! In each stage there are certain items that can be blown up that will reveal hidden surprises. Just follow these methods for them.

Continued on pg. 60

PROJECT OVERKILL

System **PlayStation**

Publisher **Konami**



Within the game, press Start to pause and enter code.

Here are a few more codes for this game to add to the rest. Like before, you must pause within the game, highlight "Review Mission" and enter the following.
For **Extra Ammo**: Hold Circle, press Square. Hold



If codes are entered correctly, "Cheater" will appear at the top.

Triangle, press X. Hold Circle, press X. Hold X, press Square.
For **Speed**: Hold Up, press Triangle, Triangle, Triangle. Hold Down, press X, Square, Circle.
For **Shield**: Hold Right, press



Use the "Level End" code to complete your mission and go to the next.

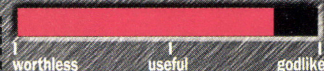
Circle, Square, Triangle. Hold Left, press Square, Circle, X. To **End Level**: Press X, Up, Down, Up. Hold Square, press Circle. Hold X, press Triangle.
For **Testing Mode**: Press Left, Right, Right, Left. Hold X, press Triangle. Hold Triangle, press X.

Cheat Sheet

Various Cheats

Enter the cheats above to receive several different items within the game, including a Level Skip that will bring you to your next mission.

POWER
TRIP



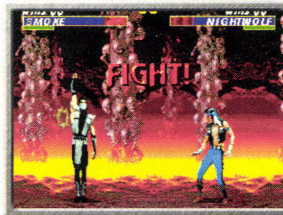
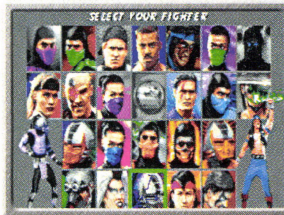
ULTIMATE MORTAL KOMBAT 3

System **Genesis**

Publisher **Williams Entertainment**

Having trouble finding this guy? He's in there! To play as Human Smoke, go to the Character Selection Screen and choose Robo-Smoke. Then hold Left on the D-pad and the High Punch, Low Punch, High Kick, Low Kick buttons all before the match begins.

Chris Bautista, Jacksonville, FL



After choosing Robo-Smoke at the Player Select Screen, enter the code before the match begins.

Cheat Sheet

Play as Human Smoke

Just a helpful hint on this one. It will make things much easier if you use a six-button controller on this trick. Enter the code above before the match begins.

POWER
TRIP



STAR GLADIATOR

System **PlayStation**

Publisher **Capcom**

For those of you who like to fight with the lights off, here's your kind of trick! Just go to the Player Selection Screen and choose the fighter you wish to use in your next match. Immediately after choosing,

press and hold: **Down+L2+R2** until the match begins. If the trick was done correctly, you should be facing your opponent in complete darkness! Keep looking for more trick effects such as this.



Enter the code for dark fighting.

Cheat Sheet

Fight in the Dark

Here's a small trick that will allow your next match to fight in the dark. To do this, just follow the preceding instructions above before the match begins.

POWER
TRIP





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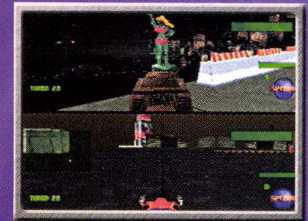


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Twisted Metal 2

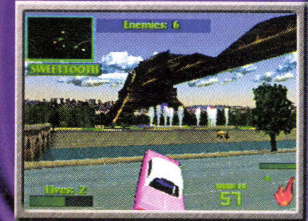
(Sony Computer Entertainment/**PlayStation**)
Stage Tricks Cont.

In the **New York Stage**: Shoot at the Statue of Liberty with numerous amounts of ammo. Eventually she will blow up and reveal a good-looking bikini babe!



In the **Los Angeles Stage**: Continually fire upon the Hollywood sign to see a major explosion of letters!

In the **Paris Stage**: Place a Remote bomb underneath the Eiffel tower and then blow it up. The tower will tip over and reveal an upper roof-top level.



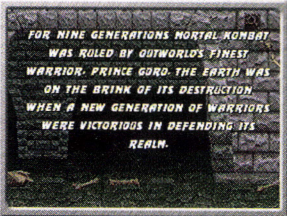
In the **Antarctica Stage**: You don't have to do much here, but sit still. You'll see what happens from then on.

In the **Amazonia Stage**: There are many hidden passages underground. To find them, just aim for all the monuments, statues, pyramids, etc.

In the **Holland Stage**: Place Remote bombs by the windmills for a wild result.

In the **Moscow Stage**: Place a Remote bomb on the center panel where all the energy comes from and the whole place will go up in flames.

Joe Byron
Frederick, MD



At the Intro Story Screens, enter the hidden Option Screen code.

All you Kombat junkies out there, get a load of this! Here are several cheats and codes for the new Trilogy game on N64. Just follow the methods below to access hidden options, players and more! To access an **Extra Option Screen**: At the Intro Story Screens, press Up, Right, Left, Down on the C buttons and then B, A. You should hear Shao Kahn's voice if done correctly. Then go into the Options for the hidden Extra Option Menu.

To **Select Kombat Zone**: At the Player Select Screen, highlight Sonya and press Up+Start. The screen will shake and you will notice the Zone Select at the top. To **Play as Shao Kahn**: After entering the above code, select your fighter and choose "Pit 3" as your Zone. Before the match begins hold Down+A+B. Your fighter should morph when the fight begins.

To **Play as Motaro**: After entering the Zone Select code, select your fighter and choose "Jade's Desert" as your Zone. Before the match begins hold Left (on D-pad) +Low Kick+High Kick simultaneously. Your fighter should morph when the fight begins.

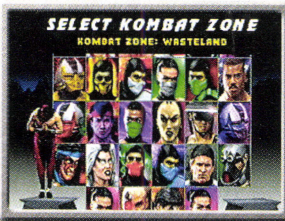
To **Play as Human Smoke**: Select Robo-Smoke as your fighter then hold Left (on D-pad) +Block+High Punch+High Kick+Run simultaneously before the match begins. Robo-Smoke should then morph into Human Smoke.

For **Super Endurance Path**: Press Down+Start while highlighting Kano at the Player Select Screen. The screen will shake. Then select the hardest path for Super Endurance.

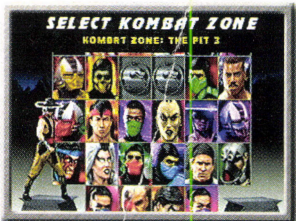


Then go into the Options for the hidden Extra Option Menu.

You should find more Kombat Options to choose from!



Press Up and Start while highlighting Sonya for Zone Selection.



Choose the selected stage and your character and then...



...enter the code before the match begins to play as...



...the almighty Shao Kahn and sidekick Motaro!



Select Robo-Smoke and then enter code before match begins.



When the match begins, Human Smoke should appear.



Press Down+Start while highlighting Kano to...



...access extra Endurance matches when selecting the most difficult path.

Cheat Sheet

Various Cheats

Enter the preceding cheats above to access various options such as hidden players, Zone Select, Super Endurance Path and more!

POWER
TRIP

worthless

useful

godlike

LOADED

System **Saturn** Publisher **Interplay**



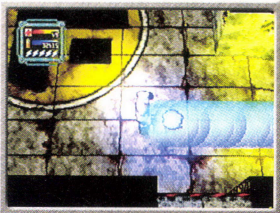
Anywhere within the game, press Start to pause and enter code.

This trick will enable you to access a hidden Cheat Menu that carries items such as ammo, power and lives! Just pause anywhere within your game. Then highlight the "BGM Volume" Option and press and hold in succession: L button, Z, B, X, C and R button. If done correctly, the hidden Cheat Menu should appear that will allow you to change the amount of



If done correctly, the Cheat Menu will appear with many options.

lives, ammo, etc. Pressing the C button rapidly on each item will increase the numbers. And pressing C on "Skip Level" will bring you to the proceeding level. Once the menu has been entered once, the next time you pause within a level just press the L button to bring the Cheat Menu up again! This will definitely increase your odds against your enemy!



Unpause and begin using the new options. Pressing the C...



...button rapidly at the Cheat Menu will increase the quantity on every item, except for Level Skip of course!

Cheat Sheet

Cheat Menu

The proceeding trick will grant you a Cheat Menu with items such as Ammo, Power and a Level Skip!

POWER TRIP

worthless useful godlike

TOMB RAIDER

System **PlayStation** Publisher **Eidos**



After entering the code, go back to the Inventory Screen. You should have access to all the available weapons!

Here's a great trick to gain some weapons. When you are in the game, go to the Inventory Screen by pressing Select. Now press the following buttons in this order: L1, Triangle, R2, L2, L2, R2, Circle, L1. You will hear Lara make a sound. Now press the X button. Go back into the Inventory Screen with Select. You will now have access to all the available weapons!

Cheat Sheet

Weapon Cheat

When at the Inventory Screen, press L1, Triangle, R2, L2, L2, R2, Circle, L1. This will activate the cheat.

POWER TRIP

worthless useful godlike



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Time Commando

(Activision/PlayStation)
Various Cheats

Here are some Stage passwords and an Infinite Health code to enter within the game. For the Stage Passwords, choose "Code" at the Main Menu and enter the following passwords. Then press X to activate the password. You should then appear at the selected stage.



Roman Empire, Level One:
LCZQSWNQ
European Middle Age, Level One:
KSITWVAH
Conquistadors, Level One:
MPLMPPIX
Future, Level One:
MPWNTKJJ
Beyond Time, Final Level:
ILOJCWCD



To access the **Infinite Health** code, just pause at any area in the game. Highlight "Sound FX" and enter the code: X, Triangle, Triangle, Circle, X, Triangle, Triangle, Circle, Square, Square, X. Then unpauses and your health meter should be full! Just do this as often as you wish for Infinite Health.



DIE HARD TRILOGY

System **PlayStation** Publisher **Fox Interactive**



Just pause within the game, hold R2 and enter the code.



Here's a great code that will take your enemies to the moon!



Enter the Silly Mode code and watch how everyone shoots!

Here are several great codes that will really add to your game! Just pause within the selected game and enter the following codes while holding the R2 button. Use the Key below to decipher the keys for the code.

Die Hard

God Mode: **R, U, D, S.**
50 grenades/5 bullets:
R, S, D, O.
Fat Mode: **R, S, S, D.**
Enemy Float: **D, S, T, D.**
Coordinates: **L, O, D, S.**
Stick Man Mode:
T(10x) R(4X).
Silly Mode: **D, O, O, D, T, D.**
15 Bullets: **D, S, S, R.**
Unlimited Shotgun:
R, U, D, D, S, R.

Die Harder

Map Editor: **R, U, D, S.**
Skeleton Mode: **D, S, T, D.**



Nothing but bones with the Skeleton code in DH2.

Lots of Ammo:
R, S, L, O, T, D.
Fergus Mode:
O, D, D, S, X, S.
Die Hard with a Vengeance
Fat Mode: **L, T, R, D.**
Fergus Mode:
O, D, D, T, X, S.
Infinite Lives:
L, O, U, D, S, R.



Fat Mode will blow up the size of your car!

999 Turbos:
O, O, S, S, D, D, X, X.
Slow Motion:
L, U, L, L, S, D.
Very Slow Motion:
O, D, D, S, R.
Napalm Mode:
O, R, D, S, T, L.

Dave Trenkner
Ft. Wayne, IN

Cheat Sheet

Various Cheats

Use this Key to determine the codes above: R=Right, L=Left, U=Up, D=Down, X=X, T=Triangle, S=Square, O=Circle.

POWER
TRIP

worthless useful godlike

WIPEOUT XL

System **PlayStation** Publisher **Psygnosis**



Enter the passwords below to access the Challenge Races.



You should locate it in "Race Type" if done correctly.



Choose the new challenge race and begin your game.

Enter these passwords at the Password Screen to get Challenge 1 and 2.
For Challenge 1 enter:
Square, Circle, Square,

Triangle, Circle, Triangle,
Triangle, Circle, Square,
Square, Square, Triangle,
X, Square.
For Challenge 2 enter:

Square, Circle, Square,
Triangle, Circle, Triangle, X,
Square, X, Triangle, Triangle,
X, Circle, Circle.

Then access "Race Type" and you will see the Challenge option under the other races.

Cheat Sheet

Challenge Race Types

To access the new Challenge races, go into Options and put in the passwords listed above at the Password Screen. You should then find them in "Race Type."

POWER
TRIP

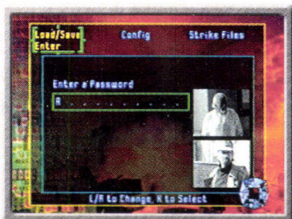
worthless useful godlike

SOVIET STRIKE

System **PlayStation**

Publisher **Electronic Arts**

tricks
of the
trade



After entering the Load Option, go into "Enter" for Password Screen.



Then enter the following mission passwords and begin.



Each password will take you to a selected mission, which will...

Just in case you are having difficulty getting past those missions, here are some passwords to help you out. But who would want them when playing a great game like this! Anyway, to select a mission, just choose the "Load" Option and then the "Enter" Option. Enter the following passwords at the Password Screen and then begin playing your chosen mission.

For Crimea Mission (Level One) enter: **WORSTCASE**

For Black Sea Mission (Level Two) enter: **GRANDTHEFT**

For Caspian Mission (Level Three) enter: **GROZNEY**

For Dracula Mission (Level Four) enter: **CHERNOBYL**

For Kremlin Mission (Level Five) enter: **CIVILWAR**



...help you through the game, if you're having some trouble.

Cheat Sheet

Mission Passwords

The previous passwords once entered at the Password Screen will take you to the various missions throughout the game. Choose the one you wish and begin.

POWER TRIP

worthless useful godlike

Tomb Raider

(Eidos/Saturn)
Level Skip

Here's a cheat you won't want to forget! Just follow this simple procedure to receive a Level Skip within the game. Anywhere during gameplay, go to the last page of your passport (the "Exit" page) but do not exit! When at this page, enter the code: Z, Y, Z, Y, X, X, X and then the Start button. If done correctly, Lara will make a sound. Then exit the menu and you will skip to the next level!



HELL
JUST GOT
A LOT
NASTIER!

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tricks of the trade YEAR'S BEST

Hey, Trick lovers! The year is finally over and what a year it's been. For this reason alone, we have decided to gather up all the greatest tricks and codes of last year and jam them into this special feature. There were so many, we had to use two issues to complete it! If you happened to miss the last one, try snagging your friend's copy. Enjoy!

—Code Wizard

PLAYSTATION

Agile Warrior

Virgin Interactive

Many Cheats

The following cheats are all entered within the game. Just pause the game and enter these codes for various results:

For **Mission Complete**: Press Left, Square, Square, Square, Square, Up, Triangle, Triangle, Right, Circle, Down, X, Triangle, Triangle, Triangle, Down, Down, Down.

For **All Weapons**: Press Left, Square, Square, Square, Square, Up, Triangle, Triangle, Right, Circle, Down, X, R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, L2, L2, L2, L2.

For **Invincibility**: Press Left, Square, Square, Square, Square, Up, Triangle, Triangle, Right, Circle, Down, X, Triangle, Triangle, Triangle, Square.

For **Hidden Camera Angles**: Press Left, Square, Square, Square, Square, Up, Triangle, Triangle, Triangle, Right, Circle, Down, X, Up, Down, Left, Right.

To **Toggle Minimum Speed**: Press Left, Square, Square, Square, Square, Up, Triangle, Triangle, Triangle, Right, Circle, Down, X, Triangle, Triangle, Triangle, X.

Bases Loaded '96: Double Header

Jaleco

Various Cheats

Home Run Cheat: Anytime within a game, press Start to pause and using controller two press the buttons: Triangle, Square, X, Circle, Circle, Circle. You will then hear a piano sound, if done correctly. Now, still using controller two press L1 and you should hear the words, "Home Run!" With this code activated, every time you hit the ball it will automatically be a home run. If you get tired of it, just enter the same code over again and press L1. In order to let the computer take control of the game, just pause and enter the code: Triangle, Square, X, Circle, Circle, Circle on controller two. You should

again hear the piano sound, if done correctly. Then press the L2 button and a beep will sound. If you wish to play again, just enter the code once more.

King of Fighters '95

Sony Computer Entertainment

Various Cheats

You can select the same character for all three slots to fight with in "Team Battle!" Just enter the Boss code at the Character Selection Screen: Choose (yes) for the Team Edit and while holding Start press: Up+Circle, Right+Square, Left+X, Down+Triangle. If done correctly, the hidden Bosses will appear as new options. Now you can enter the "Same Character" code. Press and hold Start again and enter: Down+Triangle, Left+X, Right+Square, Up+Circle. This is Boss code reversed. You should now be able to enter the same character in all three slots!

Namco Museum Classics-Vol. 2

Namco

Grobda Stage Select

In Grobda, at the Title Screen, press and hold L1, L2, R1 and R2. With these held, press Start. In the middle of the screen, you will see a Battle Selection Screen. Use the pad to change the number then press a button to start at that stage!

Need for Speed

Electronic Arts

Machine Gun Code

To get the machine gun, choose the Head-to-Head Mode on the Race Type Screen. Choose the car you want to play, then pick your computer opponent's car. After selecting your opponent's vehicle, press and hold L1, Circle, Square and diagonally Up-Left on the control pad until loading is complete. Now begin your race. While you are racing, honk your horn by pressing Up on the controller. Instead of your horn honking, you will hear a sound like a machine gun. This will make the cars

ahead of you on the road fly up into the air and come crashing down on the pavement. This trick is useful if you want to clear a path as well as get cops and other cars out of the way.

Need for Speed

Electronic Arts

Lunar Springs

Access the Tournament Mode and enter the password: SPKSHC. Go back and choose another mode. Then hold L1, R1 and Triangle on Rusty Springs. Lunar Springs should appear which is a track on the moon!

NFL GameDay

Sony Computer Entertainment

Code Enhancements

At the Main Menu Screen, access the Options. Next, press Select then Select again. This brings you to the Password Screen. Enter any of the following codes (in caps). SKELETON: Allows user to play with two skeleton teams in the Bone Bowl. MAYHEM: Increases the frequency of injuries. DEFENSE: This increases the ability of the defense. JUICE: This makes the "speed burst" faster. STEROIDS: This allows the user to rapidly perform special moves. CRUNCH.TIME: This greatly exaggerates the force of hits in the game. STICKUM: Increases the ability to catch the football. PICK.CITY: This creates more tipped passes and interceptions. CANNON.ARM: QBs throw quicker and farther. BIG.BOYS: This increases the size of the players. OFFENSE: This makes the offense more effective. URNOTREDE: This hidden stage is the most difficult level and it affects gameplay in a variety of ways.

NFL Quarterback Club '97

Acclaim

Many Cheats

Just go to the Team Select Screen and enter the following for various results: Pro Bowl Teams: L1, L1, L1, Triangle, L1, L1. Land Mines: L1, L1, L1, R1, L1, L1. Slippery Ball: L1, L1, L1, L2, L1, L1. No Fumbles: L1, L1, L1, R2, L1, L1. Off Day: L1, L1, Triangle, R2, L1, Triangle. Big Boys: L1, L1, R1, Triangle, L1, R1. Small Guys: L1, L1, R1, R1, L1, R1.

ROBOTRON X



**If You Lose,
They Die!**

MIDWAY

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Throw 100 Yards On Bomb Zone Play: L1, L1, R1, R2, L1, R1.
Speed Up Game: L1, L1, L2, L2, L1, L2.
Special Teams: L1, L1, L2, R2, L1, L2.
Team Power Boost: L1, L1, R2, Triangle, L1, R2.

Novastorm

Psygnosis

Level Select

Play the game through until you die. When you get a high enough score, you may enter your name on the high score list. Put in the name, TWIRLY and then leave a space at the end. Press Start and you will get back to the Main Menu Screen. However, there will be a new option in the middle of the screen. Choose this symbol to access the level select. Choose a sub-stage within any level.

PO'ed

Accolade

Level Select

At the Main Menu Screen, press and hold: L1+L2+R1+R2+Up. Let go then press Circle to start a new game. When the Difficulty Levels Screen appears, press and hold: L1+L2+R1+R2+Down. Let go and press the corresponding button for the level of difficulty you want to play (Square, X or Circle). A Level Selection Screen will then appear. Highlight the stage you want and begin.

PO'ed

Accolade

Many Cheats

Full Inventory: Enter Map Mode (Square+Select) and press Left on the pad until the arrow is pointing at you. Press Start to rotate into the standard view. During the rotation, press L1+Square+X+Circle simultaneously. Press Select to exit Map Mode. Press Triangle to verify that you've got the weapons. Invulnerability: Make sure you have the drill. Go somewhere safe and press Triangle to bring up the Weapon Select Menu. Choose the frying pan with L1 or R1. Press Triangle to confirm your choice. Press Triangle again to bring up the menu again. Now press and hold Circle+R1 to increment the selected weapon until you get a flashing 999 in your health counter. Ammo Refill: Get in Foot Mode. Do a backflip by pressing Square+L2 simultaneously. During the backflip (before you land), press Right+X+Circle at the same time. Check your weapons with Triangle and you'll see full ammunition. Health Refill: Get in Foot Mode. Do a backflip by pressing Square+L2 simultaneously. During the backflip (before you land), press Down+X+R2 at the same time. See Final Sequence: Select "Load Game" from the Main Menu. Press

Right and while holding it, press Circle. Press Triangle to cancel. Press Square+Left simultaneously, then let go. Press Triangle to cancel. The screen will be showing the final kitchen scene.

Project Overkill

Konami

Health Trick

For those of you who are at the point of no return, check out this trick! Here is a code that, when entered, will replenish your life meter all the way to 200. To pull this one off, begin your game and when you are low on life, press Start to pause. A menu will appear, in which you need to highlight the last option Review Mission. After highlighting, hold down the Square button and press: Circle, X, Triangle. Then release the Square button then hold down Circle and press: Square, X, Triangle. If done correctly, Cheater should appear at the top of the screen, and your life meter should replenish to 200. Now unpause the game and continue on. You can keep on doing this as often as you wish!

Raiden Project

Sony Computer Entertainment

Mission Select, 16 Credits

For Mission Select: Go into the Settings Menu, then into the Difficulty Menu. Hold down R1, R2, L1, L2 and then press Start. For 16 Credits: Using the second controller, set your credit limit to nine and start your game. Then, when the ship is launching off, hit Start on controller one. Let the second controller ship blow up then look at your newly acquired credits by pausing the game.

Raiden Project

Sony Computer Entertainment

Free Play

Go to the Main Menu at the Title Screen and choose Adjust Settings. On the Settings Menu, go down to Miscellaneous and choose it. On the Miscellaneous Menu, move to Credit Limit and press the Square, Circle, Triangle and X buttons at the same time and then let go. The credit limit will change to Free Play.

Robo Pit

Kokopeli

Stage Select

Go to the Main Menu and press and hold L1, L2, R1 and R2. While holding these, press Select. A message will appear in the upper-right corner with the stage number. Press Left or Right on the pad to get the stage you want.

Shellshock

U.S. Gold

Invincibility, Debug Menu

To get this great cheat to work, begin playing a game then quit out of it by pressing Start and Select. Then at the Main Title Screen enter: Up, Up, Up, Down, Down, Down, Right, Right, Triangle. A piano chime will sound if done correctly. Then begin a game and watch your energy bar go down then back up! For Debug, just go to the Main Title Screen and quickly enter the code: Up, Down, Left, Right, Down, Down, Right, Right then Square. You should hear a piano chime, if entered correctly. You will then be taken to the hidden Debug Menu Screen where you can choose from these options: Level Select, CD Test, FMVs, Credits and a Sound Test! Plus, you should start each level fully loaded with all the weapons.

SimCity 2000

Maxis

Instant Million

Choose to load a city or start a new one. In the game, go to the City Info. icon then access the Budget icon (dollar sign). On the Budget Screen, press and hold R1. Press X, Circle, Triangle, Square then release R1. Next, press and hold L1. Press X, Circle, Triangle, Square then release L1. Press and hold R2. Press X, Circle, Triangle, Square then release R2. Press and hold L2. Press X, Square, Triangle, Circle then release L2. As soon as you do this, you'll hear a crowd cheer! Check your finances and you'll have \$1 million!

Skeleton Warriors

Playmates Interactive

Many Cheats

The Level Select code can be accessed by going into the Options Menu and setting your next game to Easy Mode. When in the game press Start to pause and enter the code: Triangle, Circle, Circle, Left, Circle, Up, Down. After this, unpause and hold the Start and Select buttons to bring yourself back to the Title Screen. Go into the Options Menu, and you should notice that there is a new option at the top of the menu, which displays a Level Select! To gain Unlimited Heart Stones, press Start to pause within the game. Enter the code: Left, Up, X, Square, Up, Down, Square. Then unpause. If done correctly, your Heart Stones will increase to 80! You can gain more, but it will not go below the 80 count.

Spot Goes To Hollywood

Virgin Interactive

Various Cheats

When at the Title Screen press the following sequence: Triangle, Up, Right, Down, Left, Triangle, Left, Down, Right, Up, Triangle. This will activate the "Cool Menu" on the Title Screen. Select this

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Menu Option with the X button and you can Open All Levels which allows you to play any level of the game, in any order. When this has been activated, on the Level Select Screen, if you hold down the Square button and press the Start button, you will be able to see all the flicks in the game, except the "Making Of." Also, when the cool menu has been activated, when you pause the game while playing and then hit the Square button, you will receive 50 lives!

Starblade Alpha

Namco

Rapid Laser Trick

When at the Main Title Screen, enter the code: Up, Up, Down, Down, Circle, Triangle, Square while the title letters are flying together. You will hear a low BOOM sound, if done correctly. Then begin your game and press the X button to access the rapid-fire laser.

Tekken 2

Namco

Many Cheats

Most of these cheats require you to beat the game with all the Bosses, Sub-Bosses selectable at the Character Selection Screen. To do this, you must beat the game with each character then you'll have that character's Sub-Boss selectable. After all Sub-Bosses are selectable, beat the game with any character (except the Sub-Bosses) without losing any rounds...and you'll get Kazuya. After Kazuya is selectable, beat the game with him without losing a round...and you'll get Devil/Angel. Note: Angel can be selected by choosing Devil with a Kick button. After Devil/Angel are selectable, you can then go for Roger/Alex. Start an Arcade Mode game and when you get to the third match, win the first round and lose the second. During the third round, beat your opponent down to five percent on his or her health bar then let your opponent do the same to yours. Quickly finish off your opponent and you should hear, "Great." The following fourth match should be against Roger or Alex. Beat whoever you fight to have both selectable. Note: Alex can be selected by choosing Roger with a Kick button. You might also want to save at this point on your memory card. Now that you have all the characters selectable at the Character Selection Screen, you can do the following tricks for various items. To get Kazuya's purple suit: Select Kazuya with the Start button. For Big Head Mode: Hold the Select button after selecting you character until the match begins. For Bigger Head Mode: After fighting with the Big Head Mode code on, hold the Select button again before the next match begins for an even bigger head! For Wire Frame Fighting: Before selecting your character at the Character Selection Screen,

make sure you hold L1 and L2 down. Keep holding these buttons down until the match begins. You should then appear as a green wire frame fighter. The view will also change to a behind-your-character view to get a first-person look on the opponent you are fighting.

Tokyo Highway Battle

Jaleco

Money Cheat

This little trick will do wonders for your next race! Now, you can max out your point total to achieve better parts for your supercar. Just press and hold: L1, L2, R1, Start and Down simultaneously on controller two, right after the opening demo is over. Keep holding these buttons until the title appears at the Main Menu Screen. Begin a game and check out the number of points you have accessed!

Twisted Metal

Sony Computer Entertainment

Various Tricks

Enter these codes at the Password Screen and begin your match. They can also be combined by going back into the Password Screen and entering a different one. The codes are as follows: For Infinite Ammo: Triangle, (space), Square, Circle, Circle. For Helicopter View: Circle, Circle, Triangle, X, (space). To Fight Minion: Triangle, X, Circle, Square, Triangle. For Infinite Energy: Square, Triangle, X, (space), Circle. For Fight of your Life: Square, Triangle, Circle, Square, Square.

Viewpoint

Electronic Arts

Invincibility, Level Skip

Just enter both codes after pressing Pause during your game. For Invincibility press: Square, Square, Circle, Circle, Triangle, X, Square, Up, Up, Down, Down, L1, R1 and Select. For Level Skip press: Square, Circle, Triangle, Right, Left, Down, R1, L2, R2 and L1.

WipeOut

Psygnosis

Hidden Track

To access "FIRESTAR" just highlight One-player, then press and hold: L1, R1, Right, Start, Square, Circle and X. Go into Single Race or Time Trial and at the Track selection you should notice an extra track.

WipeOut XL

Psygnosis

Various Cheats

Just hold down L1, R1, Select and enter the following codes at the relevant menus. At the Pregame Menus: For Phantom Class press: Triangle,

Triangle, Triangle, Circle, Circle, Circle. For Eight Tracks press: Square, Circle, Triangle, Circle, Square. For Piranha Team press: X, X, X, X, Circle, Triangle, Square. When in the game and paused: For Machine Gun press: Square, Circle, X, Square, Circle, X, Triangle. For Infinite Energy press: Triangle, X, Square, Circle, Triangle, X, Square, Circle. For Infinite Weapons press: X, X, Square, Square, Circle, Circle, Triangle. For Infinite Time press: Triangle, Square, Circle, X, Triangle, Square, Circle, X.

WWF: Wrestlemania

Acclaim

Various Cheats

To enter the following codes, choose your favorite guy and begin a match. Then, while playing, hit Start to pause. The cheats are as follows: For Invincibility press: X, Triangle, R2, Up. For More Powerful Hits press: X, Triangle, L2, Down. For Twice Less Powerful Hits press: X, Triangle, L2, Right. To Stop Timer press: X, Triangle, R2, Left. To Reset Cheats press: Square, Circle, Triangle, X.

Zero Divide

Time Warner Interactive

Hidden Phalanx Game

Just hold the Start and Select buttons on the second controller while the game is booting up. If done correctly, the words "Bonus Game" should appear on the screen and you will be able to begin playing the shooter, "Tiny Phalanx."

NINTENDO 64

Super Mario 64

Nintendo

Hat Trick

While in the Desert Stage, you can get a star from the big vulture swooping overhead. After that, he will swoop down at you and steal your hat. To get your hat back, you must climb up one of the four block pillars nearest to the vulture. Just wait for him to swoop by and nab your hat back from him again!

Super Mario 64

Nintendo

Baby Penguin Trick

There are many fun things you can do with the baby penguin you find at the top of Stage 4. One of the strangest things is performing a dive while he is around you. Once you do this, he will mimic you and slide on the ground as well. If you're good enough, you can make him slide with you down the ice

An alien conspiracy

A bizarre
and brutal dimension

A deadly trap with only one
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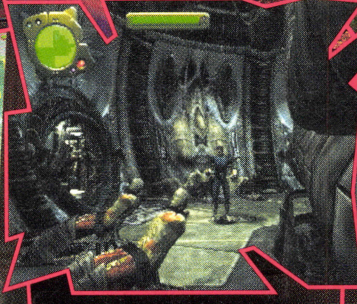
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slope. Another tidbit on the baby penguin is a quick shortcut to get right to the mother. Once you grab the penguin, jump off the ledge containing the starting point of the ice slide. The snow will break your fall on the ground, so don't worry about damage. Pick up the baby again, then proceed straight to the mother, who shouldn't be too far away from where you will land.

Super Mario 64

Nintendo

Owl Trick

Here's a great trick that will take Mario to the sky! When you are at the lower level and you have already beaten the Wall Boss, go into the Door #1 on the right-hand side. Inside, there will be a picture of a castle. Jump inside this world and go to the tree at the beginning of the level. There should be an owl inside. Climb up the tree and scare this owl out. You should now be able to talk to the owl. He will offer you a ride around the island, just as long as his wings hold out. Take him up on this offer and you will be able to fly around, locating hidden secrets that were out of reach before. With his help, you can now find stars that are located up on platforms. Jump down and retrieve them.

Super Mario 64

Nintendo

Red Slide Trick

When on the upper level of the castle, enter door #1. Then jump into the right window with the Princess on it. You will enter the Red Slide Level. Slide down through the tunnel. When you come to the yellow barrier, jump and dive over it on the left side. You should land on the lower part of the slide and continue on sliding to the end. This will save you time in trying for the Secret Star!

Super Mario 64

Nintendo

Extra Lives Trick

Here is yet another hidden secret to the game Super Mario 64. To access the hidden slide containing two extra lives, go to the "Cool, Cool Mountain" Stage. Then at the beginning of the stage jump up on the rooftop and go down the chimney.

Here, there will be an Ice Slide. Begin to slide down, and on the first left turn, you come to will be a row of coins. If you head in the direction of the coins and into the right side of the wall, you will enter the secret slide. Continue down the slide and go for the two extra lives.

The slide will eventually run into the same ending room as the other slide. But the secret slide will end up on a ledge with a floating box. Hit this box at the end, for another life!

Super Mario 64

Nintendo

Helicopter Shortcut

Go to the Cool, Cool Mountain Stage and make your way to the edge of the cliff past the snowman without a body. You will see a creature shaped like an egg with a flower on top of its head. Go to the edge of the cliff, let the enemy follow you and jump onto it. You will begin to spin like a helicopter.

Press and hold the A button to spin faster, and guide yourself off the edge. Maneuver Mario close to the mountain, but if you hit it, you will fall. You will see a crevice on the lower part of the mountain. Aim for this opening and try to land on the platform right underneath the mountain. Once you land here, it will be easy to find one of the more difficult stars, "Wall Kicks Will Work."

SATURN

Off-World Interceptor Extreme

Crystal Dynamics

Money Trick

While in the Options menu press: A, B, C (six times) then hit the top Left Shift button. You should hear missiles fly, if done correctly. Now, go take a look at your cash.

Sega Rally Championship

Sega

Lancia Stratos Car

At the Mode Select Menu (Arcade, Time Attack, etc.), press the following buttons in this exact order: X, Y, Z, Y, X. Now, choose the mode you want by pressing C. Choose the game you want (Championship or Practice) and at the Car Select Screen, move to either car at the bottom of the screen and press Down.

Skeleton Warriors

Playmates Interactive

Various Cheats

Anywhere within the game, press the Start button to pause. At this point you can enter any of the following codes: Infinite Lives: B, A, Down, B, A, Left, Down, Right, Y, Up. Infinite Crystals: Left, A, Z, Y, C, Right, A, B, B, Y, Down, A, Down, Down, Y. Invincibility: C, Right, A, Z, Y, Left, A, Right, Down, B, A, B, Y. After entering codes, press Start again to unpause and you should see the results on the left-hand corner of the screen, except Invincibility.

Slam 'N Jam '96

Crystal Dynamics

Cheat Codes

When at the second "Scouting Report" Screen, highlight "Continue" and press

Start. Then when the screen blacks out enter these codes.

For Shot Percentage: Press and hold the L button until the game starts.

For Big Head Mode: Press the X button rapidly until the game begins.

For Tiny Players: Press the Z button rapidly until the game begins.

Theme Park

Electronic Arts

Everything Code

On the Title Screen, pick Setup New Theme Park. The game will then ask you to pick a nickname. Put in the word DEAD. After you do this, set up the other options the way you want. Once you acquire your first theme park and you are ready to start building, press and hold buttons, A, B and C together. You will hear a bunch of children saying, "Yeah!" many times over. Once you have held these for a while, let go and check your money status. You will see a substantial increase, plus you will have access to all of the attractions as well!

The Horde

Crystal Dynamics

Various Cheats

Highlight "New Game" and press Start. Right after this, hold A, B and Up until the game begins. Pause the game and enter the following cheats in order to attain different results. For Invincibility press: B, Up, Right, Down, A, Down, A, Right. For 30,000 crowns press: Left, A, A, B, Left, A, Right, Down. To Run Fast press: B, Right, A, B. To Skip ahead to the Castle press: Down, A, Left, Left, Down, A, A, Right.

Virtua Fighter 2

Sega

Silver and Gold Dural

In order to play as Silver Dural: Go to the Player Select Screen and highlight Akira. Press Down, Up, Right and then A and Left at the same time.

In order to play as Gold Dural: Go to the Player Select Screen and highlight Lion. Press Down, Up, Left and then A and Right at the same time.

Virtua Fighter Kids

Sega

Various Tricks

To play as Dural: On the Character Selection Screen, highlight Akira and press Down, Up, Right, A+Left. Play as Gold Dural: On the Character Selection Screen, highlight Akira and press Down, Up, Left, A+Right. To Play as Fish Head Dural: On the Character Selection Screen, input the Dural code then press and hold button C when you choose between Normal and Kids Mode. For Wireframe Mode: hold the L button while selecting a character and hold it until the match begins. You'll get a



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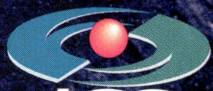
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first-person Wireframe Mode. Select Camera Angles: Choose Viewing Mode from the Mode Select Screen. While watching, press X to get a random angle. Press any button for more angles.

Virtual Hydlide

Atlus

Helpful Items

Create a new quest. The game will ask you to create a world randomly or with a code. Choose "Create world with code" and when it asks for the code, put in either SWORD, ARMOR or HYDLIDE. Each code will give you different items. You can't use all of the passwords at once. The word SWORD will give you a magical sword and a club. The word ARMOR will give you a darksword. The word HYDLIDE will give you plate armor and a warrior necklace. All of these items will be found in the cemetery.

Worms

Ocean

Weapons Cheat

Go to the Weapons Option Screen. Move the cursor, so it's not highlighting any of the options. then press the C and Z buttons simultaneously—about nine times. the new weapons should appear in your weapons arsenal, in place of a few others. Note: You will have to enter the weapons cheat each time you turn on the system.

X-Men: Children of the Atom

Acclaim

Akuma Trick

This trick will allow you to play as Akuma from the Street Fighter series. To do this, choose either Arcade or Vs. Mode. Go to the Character Selection Screen and highlight Spiral. Wait two seconds then go to Silver Samurai, Psylocke, Colossus, Iceman, back to Colossus, Cyclops, Wolverine, Omega Red and down to Silver Samurai. Wait two seconds then press buttons Z, A and C together. The above commands are for player one. For player two, follow these commands: Go to Storm. Wait two seconds on Storm then move to Cyclops, Colossus, Iceman, press Left to Sentinel, then Omega Red, Wolverine, Psylocke, Silver Samurai, then Spiral. Wait two seconds on Spiral, then press button Z, A and C together. After you press the three buttons at the end of the code, you will know the trick worked if you do not see a character profile on the left or right side. This trick needs correct timing.

SUPER NES

Mega Man 7

Capcom

Ultimate Password

This password will totally power you up and give you everything you need. It will also take you to the last stage, where you have to fight Dr. Wily's robots over again. This password is: 1415 5585 7823 6251.

Prehistorik Man

Titus

Level Select

From the Title Screen, go into the Options Screen and highlight Exit. Now, hold the top L button and press Start. You will exit the Options and return to the Title Screen. Highlight the words "Game Start," hold the R button and press the Start button. Begin your game and press Start to pause it. Now, press the Select button and you will see a Level Select Menu. Press Start in the stage without pausing to automatically finish that stage!

Separation Anxiety

Acclaim

Stage Select

At the Title Screen, move down and highlight the Enter Password Option. Choose it and you'll be able to enter a code right on the Title Screen. Put in the letters: SCBCRS. Once you are done, press Start on a one- or two-player game and you will be at a Secret Level Select Screen. Choose your starting stage from the list and you can then begin where you wish.

Super Mario RPG

Nintendo

Unlimited Coins

Near Tadpole Pond, there is a place called Rose Way. (This is where the trick is to be done at.) Go to the screen with the five chests and the shyguys on top of them. Proceed to hit the chests very quickly (so the shyguy doesn't hit you), until you receive the five coins that were in the chest. Proceed to the next chest. Skip the chest with the mushroom inside. Once finished, leave the screen (from either side) and then re-enter. The chests should all be back! Begin this method over again until you receive your desired amount of coins. Also, if you kill the two bandit guys who chase you, you shouldn't have to fight at all—unless you accidentally touch a shyguy when he pops out of the chest.

Tetris Attack

Nintendo

Super Hard Mode

In the Selection Menu, choose a one-player game, then go to the bottom of the menu and choose Vs. Mode. Select the New Game Option. Now you'll go to the Set Level Screen. Highlight the Hard Level. With this highlighted, press and hold Up and L1. With these held, press the A button. The lower portion of the screen will turn dark red. This is how

you know the trick worked. Now play against the computer and even the first opponent will be as difficult as the end Boss in Hard Mode.

Tetris Attack

Nintendo

More Characters

Choose a two-player, Vs. Mode game. When you are on the Character Selection Screen, press and hold the L and R buttons. While holding these, take controller two and press and hold the L and R buttons. The four bottom boxes will fill up with Boss characters instead of question marks.

Toy Story

Disney Interactive

Invincibility, Level Skip

Note: Once the Level Skip is activated, you can skip any level by pausing the level you are in and hitting the Select button. For Invincibility: In Level One, go to the dresser (where the Army-men bucket is on) and stand on the lower drawer. Crouch down for about five seconds or until you see the Top star start to spin (which means you are now invincible.) For Level Skip: In Level One stand on top of the army bucket and crouch down then pause the game. Hit Select to complete the level.

Ultimate Mortal Kombat 3

Williams Entertainment

Human Smoke code

In order to access the komatant Human Smoke, just follow these directions. At the Copyright Screen, press and hold Left and A. Release these buttons. When the "Williams" screen appears, press and hold Right and B. Release these buttons. Finally, when the screen with the quote, "There is no knowledge that is not power" appears, press and hold X and Y. Then release these buttons. If Robo-Smoke appears at the Title Screen, you have done it correctly. Now choose Robo-Smoke at the Player Select Screen. Right after this hold: Left, X, Y, L and R buttons until the match begins. For controller two press: Right, X, Y, L and R buttons. If done correctly, Robo-Smoke will immediately turn into Human Smoke and you will be able to play as him.

3DO

Doom

Art Data Interactive

Cheat codes

Legend: U, D, L, R is Up, Down, Left, Right. A, B, C are the A, B, C buttons. S, E are the Left Shift and Right Shift buttons. During a game, press the button you designated for the Use button and the Pause button simultaneously.

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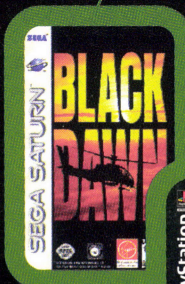
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BLACK DAWN



This will bring you to the Map Screen. When you're on the Map Screen, do not pause or the tricks won't work. Now, enter these codes for various results: SEEALLUAC=All Map (you can see all of the walls). SEERUBBLE=See all things (creatures, etc.) in the map. URABADASS=God Mode. ALABARACA=All weapons and 500 ammo. SUCCEDALL=Level access (reboot to select any level). URSUR-REA=Two more larger screen sizes. Reboot and change the screen size option for a full-screen effect!

Gox

Crystal Dynamics

Stage Select

While in the Dome room, press P to pause. Then, while holding the R button, press: Left, C, Down, Left, Right, Right, Up, Right, Right. A Menu Screen will pop up listing the stages of the game.

Johnny Bazoocatone

U.S. Gold

Level Passwords

From the Main Option Menu, go to the Options. In the Options, access password and enter the following passwords for certain levels. Level 1: SOFTCELL. Level 2: LOVESHAKE. Level 3: STIRITUP. Level 4: LIVEAID. Level 5: PLECTRUM.

Mazer

American Laser Games

Various Cheats

The following cheats cannot be entered in the bonus rounds. All power-up codes should be entered at the Level Intro Screen, just before the game begins. The codes are: Rapid Fire: B, C, A, C, A, C. Spread Fire: B, A, C, C, B, A. Super Shield: C, A, B, A, B. Full Power-up: A, C, C, A, B, B. In order to access a Secret Options Menu, just hold the L and C buttons anytime during the beginning video cinema. You will be able to change the difficulty and blood settings.

PO'ed

Any Channel

Level Select, Invincibility

For Level Select: At the Main Menu, press and release the L and R buttons as well as Up on the D-pad. Then press A to start a new game. At the Difficulty Menu, press and release the L and R buttons as well as Down on the D-pad. Choose a difficulty level. Then press B during the Begin Transmission Screen. Finally, select a level and press A to start your game. For Invincibility: While in your game and after having weapons up to the Rocket launcher, press C, C to bring up your weapon inventory. Hold A and press the L and R buttons to go through the different weapons. "Kneel Before Me" should appear to confirm

the code worked correctly. Begin game.

Space Hulk

Electronic Arts

Cheat Menu

Just enter the Annex chamber (the room with the two doors). Then while holding down Left shift, type in the code: A, B, Right, A, C, A, Down, A, B, Right, A. This spells out "Abracadabra." If done correctly, the Cheat Menu will appear. Then after you are finished with the menu, press the Stop button to exit the screen. Note: Use the Cheat Menu at your own risk. The cheat will save itself if you choose to save your game.

GENESIS

Batman Forever

Acclaim

Cheat Menu

At the Start Screen enter: Left, Up, Left, Left, A, B, Y for a six-button controller or take off the Y for a three-button controller. The LULLABY code will give you access to Level Select, Sound Select, All Weapons, One-Hit Kills, etc.

Comix Zone

Sega

Invincibility

From the Title Screen, access the Options. At the Jukebox, play these songs in this order by pressing C on these: 3, 12, 17, 2, 2, 10, 2, 7, 11. You'll hear a voice, if done correctly.

Doom Troopers

Playmates Interactive

Hidden Stage Select

Move to the Options Screen from the Title Screen. When you're in Options, move to Password and press Right to get to the first letter. Using the A and B buttons, enter the password: ARG-ONATH. Exit and pick your player to see the Stage Select.

Earthworm Jim 2

Playmates Interactive

Super Cheat Screen

Just begin playing a game and press Start to pause. Then press: A, C, C, A, B, A, B, Left. If done correctly, the screen will pop up and you can start selecting the options using the A and B buttons. You can even play the hidden game, Forked.

Earthworm Jim 2

Playmates Interactive

Many Cheats

Just begin your game, press Start to pause and enter any of the following codes: 1-Up: A, B, C, C, C, A, A, B. Ammo: C, B, B, A, C, B, A, A. Three-

Shot Gun: C, C, C, C, A, A, A, C. Teleport Bomb: C, A, B, C, A, B, Up, Down. Extra Continue Once: A, A, C, C, B, A, Left, Left. Warp to Level 3: C, B, C, Left, Right, Left, A, B. Warp to Level 7: A, A, C, C, B, B, A, A.

Gargoyles

Buena Vista Interactive

Level Skip, Energy Regeneration

To gain a Level Skip just press Start to pause and enter: A, B, Right, A, C, A, Down, A, B, Right, A. You will skip to the next level. For Energy Regeneration, press Start to pause and enter: A, B, Right, A, C, A, Down, A, Right, B, A. Unpause and your life bar will rise to 100 percent.

Star Trek: Deep Space Nine:

Crossroads of Time

Playmates Interactive

Secret Options

When the Title Screen appears, move to "Password" and enter the name, DAVIDL. Now go back to the Options and you will be able to access a new Options Screen with Stage Select, Music, etc.

Toy Story

Disney Interactive

Invincibility, Level Select

To turn Woody invincible, just enter the second level, "Red Alert" and collect seven and only seven stars, then jump into the toybox. Press Down for about five seconds or until you see the top-left star start spinning. This means you are now invincible! For a Level Skip, enter: A, B, Right, A, C, A, Down, A, B, Right, A at the Title Screen. While in the game, press Start to pause and hit A.

VectorMan

Sega

Cheat Menu

Go into the Options and enter: A, B, B, A, Down, A, B, B, A. If done correctly, a hidden screen called "Refus Q. Orbot's Private Option Screen" should appear. From here, you will be able to choose from the various options that will definitely help your game. When finished at the Cheat Screen, press Start and begin playing at the level you chose.

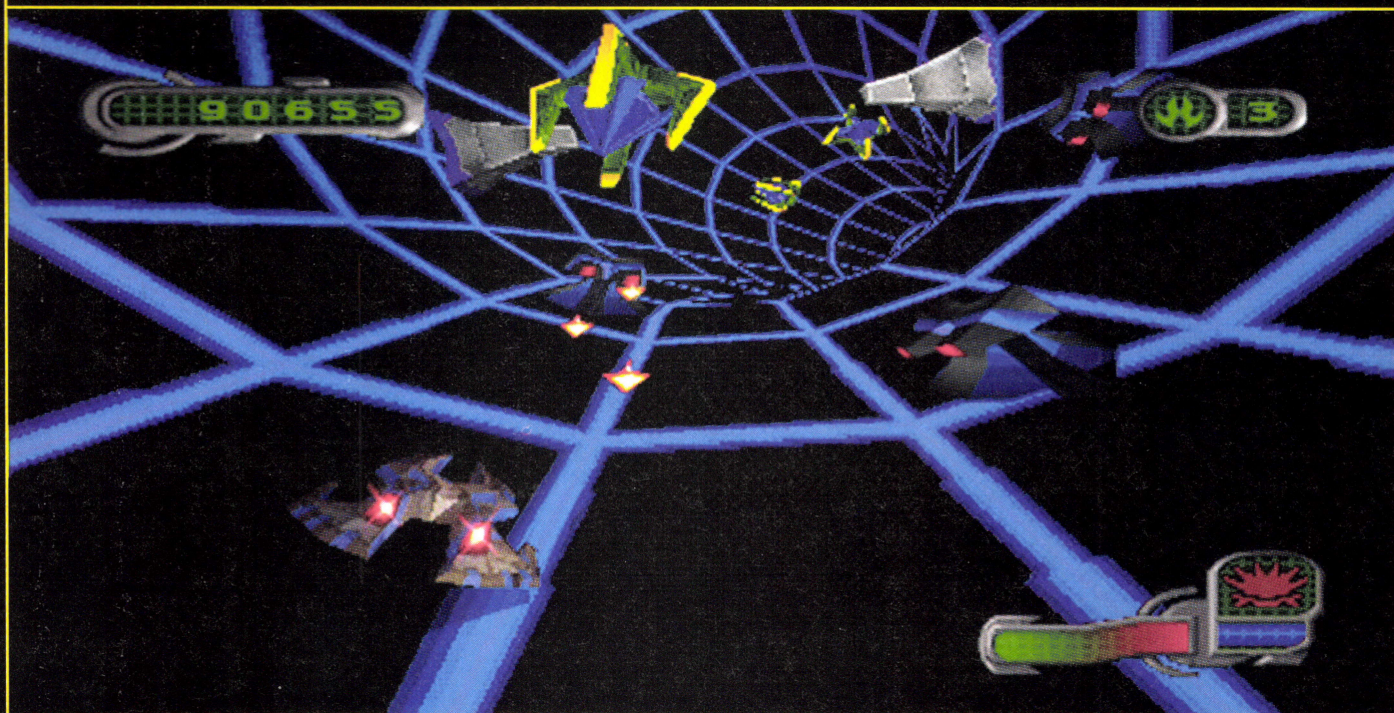
VectorMan

Sega

Various Cheats

Pause the game and enter any of these codes: BALL (B, A, Left, Left): X and Y coordinates will replace VectorMan's lives. DRACULA (Down, Right, A, C, Up, Left, A): Game slows down after you get hit. CALLACAB (C, A, Left, Left, A, C, A, B): You turn into an arrow. You can move all around and kill everything except the Bosses.

Yesterday, you were a cocky 2-D arcade shooter. Today, you totally suck.



We hate to break the rude news, but you're about to be humbled. It's the 23rd century. Nano-robots are on the rampage. And you've gotta deep-six hundreds of vicious killing machines and eight virtually indestructible nano-bosses. The good news is you can run. The bad news is, in this 3-D world, you can forget about hiding in corners. At 30 FPS, it's a 32-bit firestorm of nonstop death and

destruction. Where the fighting is fast and furious enough to turn you into a certified junkie. With progressively difficult levels and an intense play environment, NanoTek Warrior offers awesome replay value. Which means just maybe, by the turn of the century, you'll be back to your same old cocky self.



NanoTek Warrior™



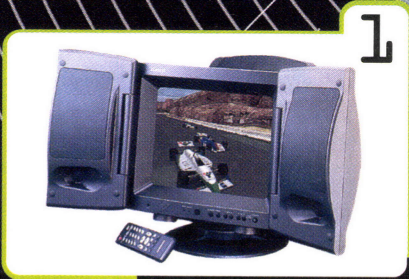
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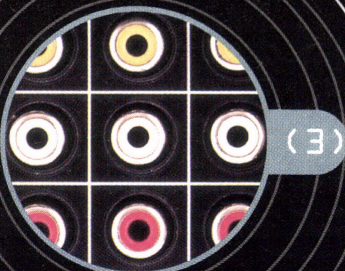


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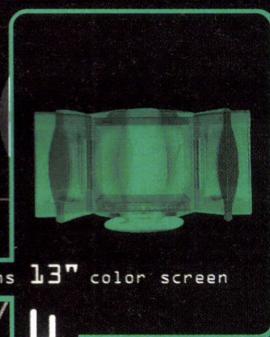
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Twisted Metal 2



system **PlayStation**
publisher **Sony**

strategy talk

Twisted Metal 2 blows away the original game by leaps and bounds. The graphics have been upgraded as has the gameplay. A few control problems, like bouncing, take getting used to. Once you learn to adjust, you will discover there is a wealth of technique. Each car controls differently, and learning to use each one effectively took me two weeks.

One thing you'll notice in my strategy guide is that the Freeze ability is important in most of my tactics. Freeze, like the other secret moves, can be done in conjunction with other weapons. Look for combinations that work best for you. These secret moves are the types of attacks from the first game that were limited to occasional use. When used as moves, they really enhance the gameplay.

Twisted Metal 2 is hard. You can't get to the end of the game, take down the last password and beat it with everyone. You have to earn each code. For Sweet Tooth and Minion, you have to beat the game without continuing. They have no passwords.

TM2 has a two-player Cooperative Mode which is a lot of fun. The one problem is that when you beat the game, you don't get an ending. Not even a chance to fight your friend. Another two-player flaw is the inability to use the same car as your friend. It would be easy to do a palate swap, but the programmers didn't do it. Why?

Don't worry about the endings. TM2 has cool end cinemas that are hilarious. Grasshopper's ending is my personal favorite. TM2 is a great sequel that sports great technique.

—Andrew "Odo" Baran

NO OVERHEATING!

You have unlimited machine gun ammo.

Unlike the first Twisted Metal contest, your machine guns will no longer overheat after prolonged use! Shoot to kill...



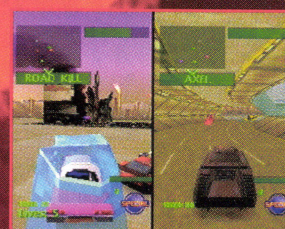
You can do some nasty damage if you ram an opponent in the side. Use your turbos to keep your opponent flipping over and over. Freeze first!

RAMMING SPEED!



There are two different playing perspectives.

The Cooperative Mode lets you try to work with a friend to crush the competition. You share the number of lives, so it's in your best interest to keep your buddy alive. Tag-teaming an opponent is always fun. A friendly car can draw fire away from you. It takes practice to work with another. You can't just shoot at everything. There are no passwords in this mode.



Keep your friend covered. You share the lives.

CO-OP MODE

CHEAT CODE HEAVEN

	HAMMER HEAD	MR. GRIM	ROADKILL	TWISTER	AXEL	MR. SLAM
MOSCOW	-TXXX-	TTXXC-	CXTSS-	X--TC-	XTXX--	XXTSX-
PARIS	-XTSXT	CXTCTX	T-T-C	TXCCXT	CTS-T-	X--CXS
AMAZONIA	T--XC	XSSTTT	XBTCST	-TSXSC	TTSCC-	CTS-SX
NEW YORK	TTXTXX	T--CXC	C--X-X	XTXCX-	-TSSX-	TXCS-C
ANTARCTICA	TXTCXS	CTXTX-	-TSXO-	C--XST	XXTSTC	T-TCTT
HOLLAND	TSSXS-	XXT-CX	X--T-S	-XX--C	CXCTCC	-C--C-
HONG KONG	CTCSST	-XCTSS	TTSTCT	XXTXS-	TXCXXC	S--T-T
DARKTOOTH	CCC-TX	-STCCT	TCXTSX	XS-STC	TSTS-S	S-STCX

	GRASS HOPPER	SHADOW	THUMPER	SPECTRE	WARTHOG	OUTLAW 2
MOSCOW	TXC---	S--TT-	C--TX-	CTXXT-	T--TS-	-XC-T-
PARIS	XTCCSSC	XXC-TX	XSSCCT	-TSCCX	TSSXS	TTXCT-
AMAZONIA	-XCCTC	XTXSCT	TXC-S-	CXTSTX	CSSCXX	TSSST-
NEW YORK	CTXC-S	X--XCS	XXTXT	-XCXT	XSS-XC	CXTT-
ANTARCTICA	XSSC-T	CXCCXC	TTS---	X--CT	-XCT-S	XTCT-
HOLLAND	TTXSCT	CTSTS-	XTX-ST	T--SXS	TXTS-X	XSS-T-
HONG KONG	CSSSTX	C-T-SX	T--ST-	XTXTCS	CXTC-C	-TXSXX
DARKTOOTH	X-XSS-	CT-TC-	T-SSXC	XCCC-T	CS-CCS	-CX-T-

Twisted Metal 2 is 10 times harder than its predecessor. It is unlike the original, where a single level password worked for all cars. Now each vehicle has its own set of passwords. The two hidden cars will not let you use passwords in your pursuit for their endings. Use these codes to tinker around with the levels.



Instead of trying to hack the codes, just use this page.



When you attack an enemy car, you should try to finish him or her in one shot. Or at least weaken him or her for the others to kill off. The Blitzkrieg is the total sum of all of your attacks. First, freeze an enemy. Then unload your specials and machine guns. Keep on firing, and when the enemy starts to move slightly, freeze again. Keep blasting away with all your weapon pick-ups, and

THE BLITZKRIEG!

cycle through them as they're used up. This works best in enclosed spaces.



Practice salvaging every weapon in your arsenal.



HEALTH INCREASES

Health is restored in a different way in TM2. There are Health Icons that the computer can pick up. A new strategy involves picking up the health when you don't need it. Do this so the computer can't heal up!



Do the character tricks on the Character Select Screen. The level codes only work within the Challenge Modes. Do them on the Level Select Screen.



SWEET TOOTH U,L,I,T,R

Play as the crazy clown with an attitude.



MINION L,I,U,D,L

Crush the competition with the Mid-Boss!

THE CODES



ROOFTOPS

D,L,R,I,D

It's the classic last level of the first game.



CYBURBIA

D,U,L,I,R,I

Run through the biggest level of TM1!



SUICIDE SWAMP

U,D,R,R,I

This new level was originally in Jet Moto!

Items are scattered about for each weapon. Some might be hidden. Blow apart trees, cars and statues. Each has its own use, and mastering them is the key to victory. Be careful as you can get hurt by your own attacks.



RICOCHET

These large explosive balls keep going until they hit an object. The more times they bounce, the more damage they do. Don't speed when launching them or you'll start hitting yourself.



POWER MISSILE

These do not track. The damage they do is roughly twice a normal missile and they knock opponents into the air. A useful attack when falling spells certain doom. Freeze then shoot.



NAPALM

Napalm creates a burning puddle. When anyone goes through it, they take damage until they turbo it off. Hit someone directly with the Napalm shot for major damage. Do not fire it up close!



FIRE

These are your standard fire-and-forget shots. They can track an enemy slightly, and do a moderate amount of damage. Use a spread of these to keep opponents at a distance. Swarm them.



REMOTE

Set the explosive, move away and trigger. This bomb kills a weakened opponent. Find a tunnel to hide in, and plant the bomb at the entrance. When your opponent comes for you, trigger it.



HOMING

These missiles do the least amount of damage, but they can track an opponent for a while. These are best used when firing from a higher position, like a building or a tower.



LIGHTNING

This new weapon shoots lightning over the central-most section of each level. Any car in that region is zapped for a lot of damage. Lightning is best used as a surprise. Lure opponents and zap.



SHIELD U,U,R



FREEZE L,R,U



NAPALM R,L,U



HIGH JUMP U,U,L



REAR ATTACK L,R,D



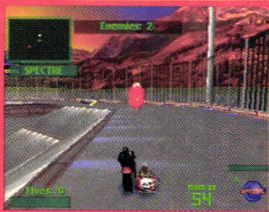
LAND MINES R,L,D



INVISIBILITY R,D,L,U



MR. GRIM



TACTICS

Mr. Grim is a one-kill wonder. At the onset of any battle, freeze the first opponent you see. Unload your two specials (Grim's maximum #) and a missile for the gratifying death of your victim.

After your first kill, flee any other conflicts until you build up your specials again. Unfortunately, Mr. Grim does not recharge his special attacks all that quickly. That means a lot of driving around. Do not hit any walls, as Grim will take damage very quickly from the hits.

Mr. Grim is best used in wide open spaces. His maneuverability and speed will help you dodge most of the enemy gunfire. Keep your distance when you attack.

KILLING HIM

Grim's lack of armor is his weakness. Do not approach him head-on otherwise you will get blown out of the way. Freeze Grim and ram while firing your weapons. Grim has a pattern similar to the other weak-armored enemies. He'll stay around the outskirts of the levels, and use hit-and-run tactics.

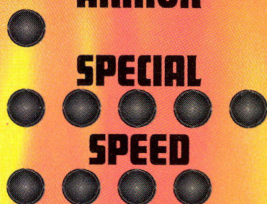
VS. DARKTOOTH

Fighting DarkTooth will prove to be an exciting battle. Freeze the titanic Boss and use your specials and Napalms. Then flee for your life. You should be able to outrun him easily. Recharge and go back for more. The DarkTooth head will die with three shots.

ARMOR

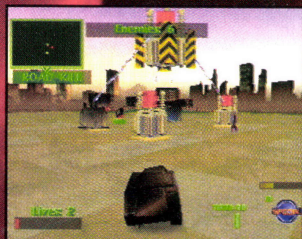
SPECIAL

SPEED



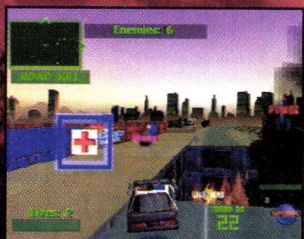
KEY TO MAPS

Weapons are easily found, but health is rare and often hidden. This symbol will show where to find the scant few.



QUAKE ZONE RUMBLE

The first level is a cakewalk. Stay to the center of the arena if you are one of the well-armored cars. This way you can take enemies on one-on-one. If you are weak, speed along the outside track, taking potshots at the cars. Try to memorize where the Health icons are.

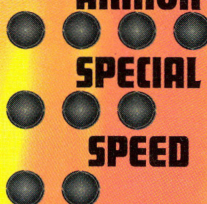


Slide onto the curb to easily avoid the pit of flames.

ARMOR

SPECIAL

SPEED



Sit on top of the tunnel and lob ricochets down.

The generators are useful. Shoot the generators to reveal four different items. Also, lighting is attracted to them. The computer likes to hang around them, so you can get some easy hits in.



WARTHOG



TACTICS

Warthog is the best all-around car. His armor allows him to enter into battle without fear, and his homing specials allow him to fight from extreme ranges.

Using Warthog is pretty simple. Drive around without directly attacking. Instead, launch your missiles randomly. This "whittling" technique will soften up all of the enemies at once. Then sit back and watch them kill each other off.

Warthog's special may not do much damage, but it recharges quickly. It also has an astonishing range. Warthog's missiles can track an enemy car for a long time. You can sit and fire missiles around corners. This is great in two-player competitions.

KILLING HIM

Freezing him and running away may seem like cowardice, but it's the only way to take Warthog out for good. Coming in with an enemy behind you will sometimes confuse Warthog's specials. Practice using your turbos to get out of the way.

Warthog is a tough adversary overall.

VS. DARKTOOTH

Warthog's long-range capabilities make him the excellent sniper. Balance yourself on the upper deck of the arena. Drive around to avoid DarkTooth's shots and freeze him. Fire your specials and missiles. Keep freezing and firing and you'll win the fight.

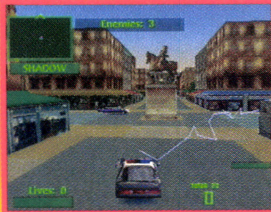
BREAK FOR ITEMS!

Nail the ice cream and hot dog stands for some free power-ups.



This cage can be used for some effective ambushes.

OUTLAW 2



TACTICS

Outlaw 2's special has a much longer reach than the original car. Use your special when in an enclosed space, like a tunnel. You can drive past an opponent and zap him a thousand times, but you'll only take off a little damage. Get in close and use your taser. The taser tends to get used up quickly, but recharges fast enough.

One cool trick that works well against Mr. Slam and Twister is that your special can hit them while they hit you! Just turn it on while you are flailing about.

Outlaw is difficult to use in Two-player Mode. Use pick-ups like the homing missiles. Use the taser to keep your opponent at a distance.

KILLING HER

Outlaw is an aggressive opponent. She will eagerly seek out the opposition, so you might want to save her for last.

Outlaw is particularly weak against snipers, as she lacks any sort of distance attack. Keep her away from Health icons, because she tends to hog them.

Turbo past her to keep her from hitting you.

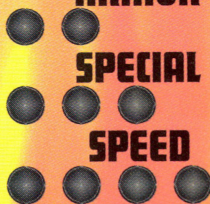
VS. DARKTOOTH

Outlaw is best equipped to handle DarkTooth with the auxiliary weapons. Keep your distance, and build up your specials. When you are close to death, Kamikaze in, and zap the Boss repeatedly. As long as you keep moving, you should win.

ARMOR

SPECIAL

SPEED



ARMOR

SPECIAL

SPEED



HAMMERHEAD



TACTICS

Hammerhead is a monster truck that can run over opponents. Fans of Hammerhead will find that their favorite truck is significantly weaker. To use your special, you must hit opponents from the side. Freezing opponents is essential if you want to use your special attack effectively.

Drive around, using auxiliary weapons until you see a chance for your special attack.

Hammerhead's specials do not recharge quickly and you will take damage if you collide with your target too hard or fast.

Hammerhead is loads of fun against a human opponent. Use the jump to land on the other car. Your special will kick in!

KILLING HIM

Hammerhead is slow and easy to hit. Freezing him is really easy, so do this whenever you can. Then fire everything you have at him. Hammerhead's armor isn't all that strong in TM2, so ramming him with a stronger car will do him damage. Try rolling him over a few times to seriously inflict some hurt!

VS. DARKTOOTH

DarkTooth will maul Hammerhead. Whatever you do, do not try to use your special attack. IT WILL NOT WORK! Instead, try using hit-and-run techniques. Avoid the subway, as it's a sure way to get creamed. Stay in the arena and fire napalms at him.



If you destroy the core, any enemy underneath will get hit by falling debris. Napalms will do the trick.

MOSCOW: SUICIDE SLIDE

Arguably one of the hardest levels, you must battle many opponents in an enclosed space. Keep moving in a circle around the upper section. Hit-and-run is the only way to survive here. Collect the two Health icons before the computer does. Trying to save them doesn't work.

Go out of your way to pick up the turbos. You'll need to escape quickly. The computer will try to box you in with multiple cars.



Get rid of the center items by blowing the core.



Napalm when the cars are bunched.



Burn the banners to obtain some secret codes!

ROADKILL



TACTICS

Roadkill has an average amount of armor, so ramming is not a good idea. Your special is weak if firing directly at a foe. One way to use your weapon effectively is to freeze your opponent first. Then fire your special a few inches to the left or right. The returning shot will do a fair amount of damage.

Use your speed to get out of tight spots, as more powerful enemies will hunt you down.

Your special regenerates pretty quickly. Don't be afraid to fire.

A good two-player tactic that will annoy your friends involves the rear shot. Fire the rear shot and special at the same time. You can have boomerangs twirling around you. It's a shield.

KILLING HIM

Roadkill should never be approached from head-on. His Boomerang Shots will tear you apart. Simple missiles will chop him down to size, but he has a habit of escaping right before the death blow. Like most opponents, icing him will most likely spell his doom. He likes keeping away from the action, and going after stragglers.

VS. DARKTOOTH

Keep moving, or DarkTooth will kill you with only a few shots. Freeze DarkTooth, and Napalm him. Run away behind cover and launch your boomerangs. Use your turbos to escape to health and attack again after you are recharged. Then he'll go down.

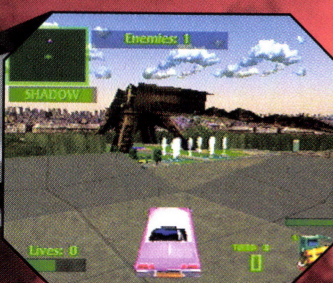
ARMOR

SPECIAL

SPEED



Use a Remote on the tower to create a bridge!



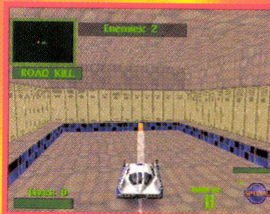
ARMOR

SPECIAL

SPEED



SPECTER



TACTICS

Specter has really lousy armor, so keeping away from combat is your best bet. Your missile specials can not only home-in on opponents, but they can go through walls as well. Wise players will find spots in the levels where they'll have decent cover.

Use turbos to get away from any direct combat. Unfortunately, it takes awhile for Specter's shots to recharge. Keep on the move, and you should do well. Fight against the others directly, and you will die.

Specter is dead meat against an aggressive opponent. Since your friends are apt to exploit this weakness, be sure to pick up plenty of turbos. You'll need to learn to turn at high speeds.

KILLING HIM

The computer-controlled Specter is hard to find. You will know when he's around when you are suddenly hit by his missiles. Specter keeps his distance by hanging around the outskirts or on the roofs. Ram into him, freeze and keep shooting. Once you get close, it's no contest. Remember, get close then fire!

VS. DARKTOOTH

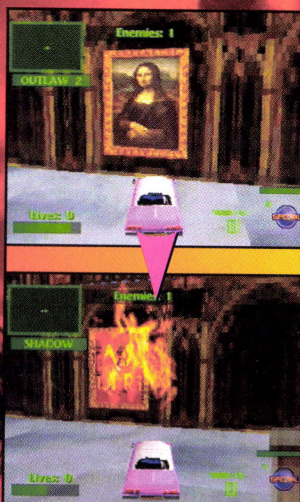
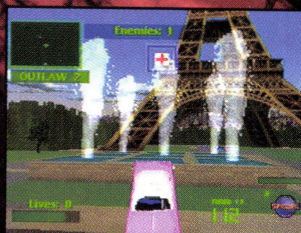
Lure the killer clown into the subway. Once he's in there, the computer likes to stay in there. Once DarkTooth's stuck, fire your missiles through the wall. Take your time, and you'll win. The head will give you troubles, so Freeze it and run away.

THE SAFE SPOT!

Enter the Louvre and teleport to the upper section. As soon as you're there, hold back until you bump your rear fender against the wall. Blast the enemies as they teleport. Since their back is to you, they can't shoot. This works 90 percent of the time.

MONUMENTAL PARIS: DISASTER

There are two ways to beat the Paris Stage. First is the easy method in which you shoot enemies from a safe spot. The second and more skill-based technique involves you toppling the Eiffel Tower and hopping from rooftop to rooftop. Take position on a building and hit any enemies that try to jump to your position.



Burn the Mona Lisa to obtain another code.

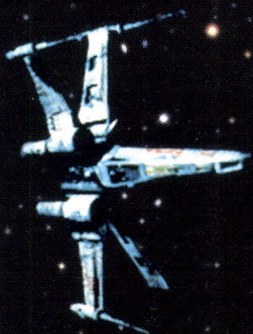


T H E N E W E S T

STAR WARS™

ADVENTURES ARE COMING TO

TELEVISION.



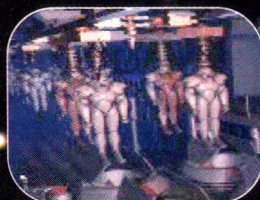
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Drop that remote. Two action-packed *Star Wars* games have arrived - specially enhanced for the PlayStation™ game console. *Dark Forces™* surrounds you with its visceral brand of first-person fire-power, while *Rebel Assault II: The Hidden Empire™* launches its perfect combination of live-action video and intense space combat. Two thrilling *Star Wars* experiences - both designed to take maximum advantage of the power found in Sony's stellar game system. Who said there's nothing good on TV?



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THUMPER



TACTICS

Thumper is truly deadly in the right hands. Freeze an opponent and start to burn. Make sure you have your machine guns going at the same time. One quick burst will kill most opponents.

Thumper may not be all that maneuverable (he skids around way too much). When you are roughly down to half your life, flee to some health. Do this or you might not make it in time.

Thumper's specials recharge fairly quickly.

Using the rear attack while you are Thumper is discouraging to most human players. After charring them a few times this way, they'll start attacking you head-on. You can really play cheap with him.

KILLING HIM

Keep away from Thumper, who roves through the levels like a shark. His flames can seriously damage you, so use missiles to take out this pest. Thumper will enter any battle with more than one car. His flames will peg everyone.

Thumper is highly susceptible to ramming. It's easy enough to do.

VS. DARKTOOTH

Thumper is one of the few cars that can actually face off with DarkTooth effectively. Freeze the clown and start your flames. When DarkTooth starts up again, pull back with a spray of Napalms. Keep looking for health, as your life will deplete quickly in combat.

ARMOR



SPECIAL

SPEED

ARMOR



SPECIAL

SPEED

GRASSHOPPER



TACTICS

This is one of the hardest cars to use. Grasshopper's special move is difficult to hit with. Freezing helps, but more often than not you'll miss. Grasshopper has a terrific top speed, so you'll want to whiz around collecting all of the power-ups you see.

Drive around and wait for groups of enemies to clog your path before you unleash a flurry of attacks. Use your special jump to escape danger.

The Special jump of Grasshopper takes a short time to refill.

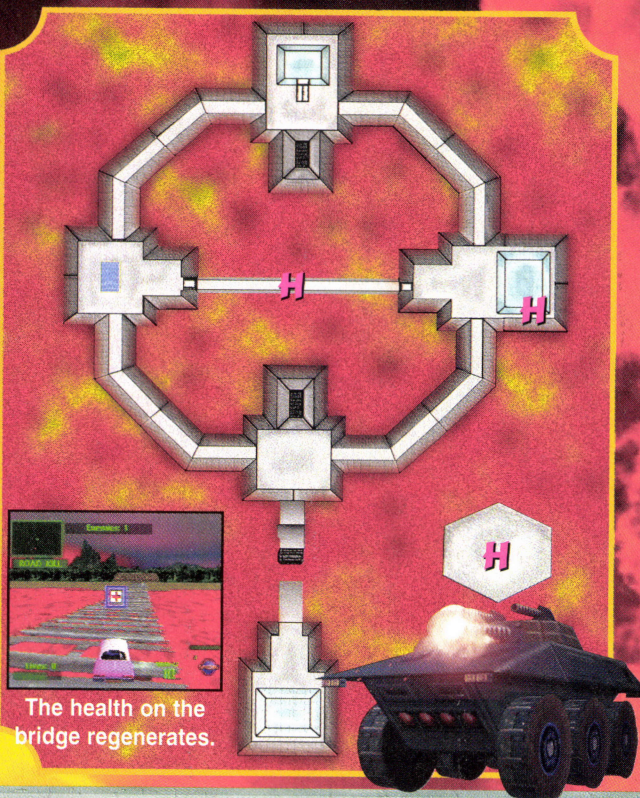
I have not yet been able to use Grasshopper effectively in Two-player Mode. Her jumps are great for escapes, but landing on someone is near impossible. Just don't choose her.

KILLING HER

Grasshopper is a small, quick target that always seems to hit you. She delights in freezing you and leaving your carcass for the other cars. Get the jump (no pun intended) on her by freezing her first. Any spray of weapons will kill her, as she has no armor to speak of. Ramming can also be deadly as well as stress-relieving.

VS. DARKTOOTH

This is one tough battle. One hit from DarkTooth will kill Grasshopper. Use hit and run techniques. Lure him into the arena and use lightning once the enemy is in the center. Make sure you are up high, and away from the bolts you fire.



The health on the bridge regenerates.

AMAZONIA FIREWALK

First thing you should know is that lava hurts everybody. Knocking opponents into the molten earth and freezing them is a sound strategy. Look carefully at the walls of each pyramid. There are doorways to blast through. These rooms make great sniping shots.

Minion appears after the normal opponents are defeated. You best bet to beating him is to establish a sniping spot.



Stay in the room and peg cars from inside.



Freeze enemies when they get too close!

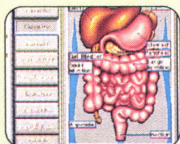


Bust the statues for a secret passage filled with items.

YOU DON'T NEED GUTS
TO PLAY THIS GAME,
YOU JUST GOTTA KNOW
WHERE TO PUT 'EM.

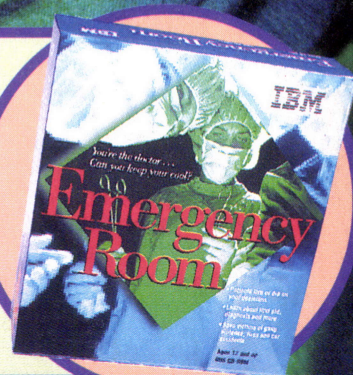


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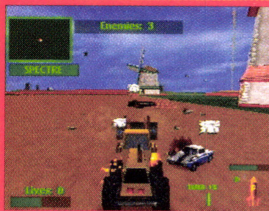


IBM

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MR. SLAM



TACTICS

Mr. Slam is a terror when you get in close. Freeze opponents and slam them over and over. Aside from the terrible damage you can inflict, you can toss opponents to their doom (like in New York and Antarctica). Slam does not have much armor or speed, so you should maul one foe and run for it. Slam's special recharges very slowly, so most of your fighting will be with missiles and ricochets. Play hide-and-seek with the enemy cars until you have a couple of slam attacks.

Slam may be vicious once an enemy has been frozen, but nailing a human with your freezes will be tough. You should wait for the enemy to come to you.

KILLING HIM

One thing almost all of the vehicles have over Mr. Slam is speed. Outrunning the clumsy crane isn't hard. Whenever Slam gets in close, use your turbos. That way you won't get ripped apart.

WARNING: Mr. Slam is known for the cheap infinite freeze attack. He can freeze you endlessly. You cannot escape!

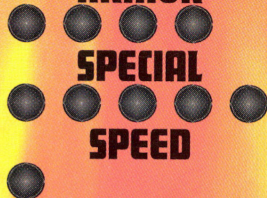
VS. DARKTOOTH

Mr. Slam's special attack will do a pitiful amount of damage against DarkTooth. Your best bet is a war of attrition. Trade hits, but get the upper hand with a few freezes. Napalm works best, so collect them. Whatever you do, don't enter the subway.

ARMOR

SPECIAL

SPEED



ARMOR

SPECIAL

SPEED



SHADOW



TACTICS

Shadow is powerful when used right. A lot of players don't understand that you must manually detonate Shadow's special attack. Don't trigger it up close, or you'll hurt yourself. Because of this, you'll want to hang back and launch spirits and the enemies. One nice thing about your weapon is that it goes through walls. You must master the spirits if you are to win.

Shadow's spectral weapons recharge very quickly, so fire whenever you want.

A good Shadow player will look at his radar more than the actual game screen. Learn the timing of your shots, and a human opponent will be hard-pressed to find, let alone kill you.

KILLING HIM

Close the distance between you and Shadow as fast as you can. He won't use his specials if you are right next to him. Blast away without fear.

The bursts of his weapon can hit you up to a distance of 10 feet, so turboing out of the way of his shots is essential to beating him. His armor is easily removed.

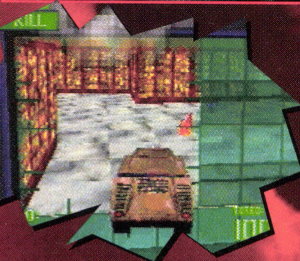
VS. DARKTOOTH

Keep away from the insidious DarkTooth. Launch your rounds from about a block away. If you keep jamming him, he'll never have a chance to fire. The Skull will give you problems, but freezing it will allow you to pummel it mercilessly.



You can nuke the Statue of Liberty for a cheap thrill.

If you fall off the edge, you might find a code!



Jump through the glass and blast open the elevator shaft. You can hide in the elevator in relative safety for a while. Specter and Shadow can still hit you, but they'll do it by accident. If you are those cars, you can attack without worry. Besides, the enemies will kill themselves off.

NEW YORK: THE BIG LEAP

New York is one of the best stages to practice new strategy. It isn't all that tough, and there are many things to try. Sit at the pool and snipe opponents or wait things out in an elevator. Mr. Slam has the added advantage of being able to throw cars off the ledge.

Practice in the Challenge Mode to get used to the map. Knowing where you can leap off of will save you lives. When actually playing the game, you won't want to risk any leaps of faith. Use common sense and stay away from the edges. Too many players learn the hard way...



Blast the roof and enter. Move to the back of the pool and pick off anyone who follows. Keep the enemies in the pool!

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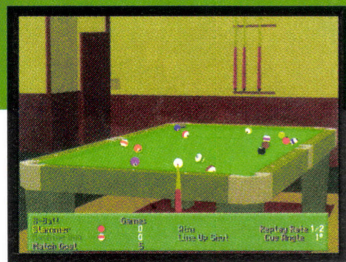
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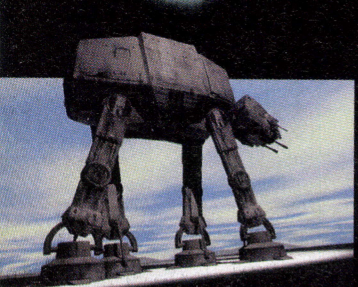
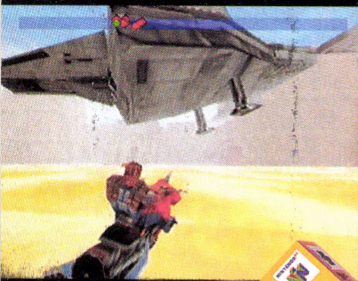
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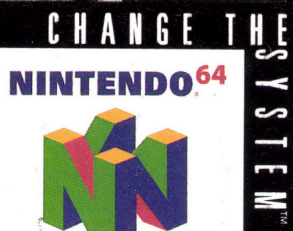
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AXEL



TACTICS

Axel is a powerful "car." Your special can do a tremendous amount of damage, but you have to be close. Practice turboing in, using your special, and running away.

Your attack disrupts more of the other specials, so you can use it to get you out of harm's way. You can also use it to fling an entire group of cars out of the way. Try leaping onto an opponent and triggering your special. You might pin the enemy so you can hurt him more.

Axel has a hard time turning, so try not to enter any tight spaces. It's possible to get stuck in the smaller places, like the alleyways.

Don't worry about your Axel Power attack. It has an average recharge.

KILLING HIM

Axel will always turbo past you and trigger his special. He always roams about, and will attack anyone. If he's following you, try to cross paths with another car to distract him. It's not too hard to.

Heading for an area, like a narrow cliff or alleyway will discourage him. Long-range attacks and freezes work best.

VS. DARKTOOTH

Use Axel like the computer uses him. Freeze DarkTooth and turbo past him. Kick on your special as you pass by and the evil clown will be thrown into the air. Use these few seconds to turn around and do it again. Treat the flaming head like any other car.

ARMOR

SPECIAL

SPEED



THE DROP ZONE ANTARCTICA

Antarctica's main hazard is that sections of the map will fall into the ocean. Any car standing on the hazard zone when it falls will die. Use this to your advantage by freezing enemies on the outskirts and Napalming the ice. This will speed up the



When you see cracks, turbo out of the area quickly.

ARMOR

SPECIAL

SPEED

TWISTER



TACTICS

Twister is the fastest and most maneuverable car. Use this to your advantage by practicing guerrilla warfare. Hit the enemies and speed off to another part of the level. Whenever the enemies get too close, or you're surrounded, start up your special.

Twister's tornado effect is best used when you are not moving. If you are stationary, your opponents will twirl around you multiple times, taking damage. Just don't twirl thumper, or you'll get burned!

Twister's tornado attack will almost continually recharge, but it's a move to use with caution. Do use your attack when you are low on life, as twirling cars might accidentally ram you.

KILLING HER

Twister is a pain. She will constantly hit you with her special. The computer has a knack of always twirling you perfectly. You have a chance of escaping with the quicker cars by hitting the turbos as you start to hear the sound of her attack. Freeze Twister and unleash everything you have on her. Her armor's weak.

VS. DARKTOOTH

Twister should charge DarkTooth with her special, then fly to health icons. Memorize their location so you can easily get to them. Use your speed to flee. Be careful with the upper pathway in the arena. If you go too fast, you'll bounce back down.



Find some temporary safety on this ridge.

crumbing of the iceberg. To avoid falling to your doom, stay on or around the bridge. There is a health here, and it never falls. The best overall strategy is to let the other cars kill themselves off.

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SWEET TOOTH



TACTICS

Sweet Tooth has homing ice cream cones that you should use often. They're great because they recharge quickly, and knock your opponents into the air. What this means is that you can hit an enemy into pits or other hazards.

A great tactic is to freeze and spray ice cream cones. If you have at least five attacks, your victim won't be able to react.

Sweet Tooth's lack of mobility makes him difficult to use in dog-fighting. You just don't have the turn radius of the other cars. You need to hang back away from the other cars.

One last point: to beat the game with Sweet Tooth, you cannot continue or use passwords.

KILLING HIM

You can kill this bugger by broadsiding him with a freeze. As long as you are really close to his flanks, he won't be able to attack (just watch out for other cars).

Try to go after Sweet Tooth when he's pursuing another adversary. A frontal assault will end up with you bouncing around from ice cream pummeling. Be sneaky when you go in for the kill, and you'll win.



You must beat the game without continuing!

ARMOR
SPECIAL
SPEED



HOLLAND FIELD OF SCREAMS

Holland pits you against eight opposing cars in an open field. Sounds tough, don't it? No matter what car you are, you should drive laps around the map. When an enemy gets in your path, fire, but don't pursue. This level is easily beaten if you slowly whittle down the opponents. Avoid driving through groups of cars, because you might get hit by them all in a matter of seconds.

The windmills are useful for cars with slow recharge times. Mr. Grim should make frequent stops here. This level takes awhile, but it's not too difficult.

ARMOR
SPECIAL
SPEED



Hide in the windmills to recharge your specials.

MINION



TACTICS

Tactics? What tactics? Minion is just as powerful from when he was a boss. His attacks not only cause major damage, but they have a chance of freezing whoever you hit.

Minion can kill any car with three direct hits from his special. If there is a cluster of cars, you may be able to spread the damage out between all of them.

This guy's terrific armor gives him a distinct advantage when ramming another car. You can keep rolling the computer until it's dead. Minion really is a tank.

Minion cannot continue via passwords at all. You have to beat the game in one sitting. Don't worry, it's simple. His ending is worth getting.

KILLING HIM

Minion raises up as a mini-Boss during the Amazonia stage. The easiest course to victory is to hole yourself up in the room with the three switches. Freeze Minion whenever he drives past, and he won't be able to get at you. Once again, patience will see you through. It is the aggressive player that will die against Minion.

VS. DARKTOOTH

The DarkTooth truck is easy to beat. Drive around until you have five specials. Use your speed and handling to keep away until you are souped-up. Then nail him with everything you've got. The head will only take two blasts until it too will die.

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DARKTOOTH 1



GENERAL TACTICS TO USE

DarkTooth is the final Boss who will appear at the end of the Hong Kong Stage. He has two parts. The first is a giant truck that is armed in a similar fashion to Minion.

While it is true that all the cars must conquer DarkTooth in a different fashion, there are techniques and tips that can help you.

First off, you will not want to enter the subway unless you know you can get out quickly. The computer can lob giant



balls, similar in fashion to the ricochets. Once you are hit, you can be continually smashed around by them. Generally you should only enter the subway for health and to lure DarkTooth.

If you enter the arena, DarkTooth will always sit right in the center. With a little forethought you can grab the Lightnings and zap him multiple times. It'll deplete his health.



Lure DarkTooth into the arena and zap him.

ARMOR
UNKNOWN
SPECIAL
UNKNOWN
SPEED
UNKNOWN



Slow down when you try to ride the ramp to the arena.



Enter the subway by climbing up the inclines.



ARMOR
UNKNOWN
SPECIAL
UNKNOWN
SPEED
UNKNOWN

DARKTOOTH 2



GENERAL TACTICS TO USE

Just when you thought you've won the contest, DarkTooth's head will come back to haunt you. It may not have any armor, but it sure can lob weapons at you.

Hitting the Head is difficult at best. It flutters and bounces around, even sending off damaging holograms. The best course of action to take is to use your freeze whenever you see movement. That way you can unleash all of your attacks.



Keep out of the arena, especially the upper platform. DarkTooth's head enjoys peppering the area with homing missiles. Instead, try ducking around a corner, and freezing right as he appears. When the Boss is about to defrost, turbo off and try it again.

If you make it to the Head with at least one life left, you should be able to win without much trouble. Good luck!



You can kill the head easily if you freeze it first.

HONG KONG KRUNCH

The final level is Hong Kong Krunch. You must face down eight opponents and then the Boss DarkTooth. For killing off the normal enemies you should power-up in the subway. Don't go too fast inside or you might be hit by a train. Try to hug the sides. Try freezing an opponent in front of an oncoming train.

The arena is where you should do most of your combat. Only leave when you are needing health. Get to the top periphery and rain homing missiles and napalms down on the enemies. Just watch out for freezes.



Teleport to the upper section of the arena and turbo to the side platforms. There are lots of homing weapons to use.

The background of the advertisement is a dark, rustic wooden structure, possibly a ship's hull or a workshop. Three video game controllers are suspended from a thick wooden beam at the top by yellow ropes. From left to right, the controllers are white, white with a yellow top, and black. The lighting is dramatic, with warm yellow highlights on the ropes and wood, and deep shadows elsewhere.

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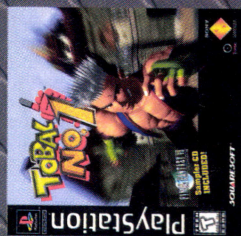
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Tomb Raider



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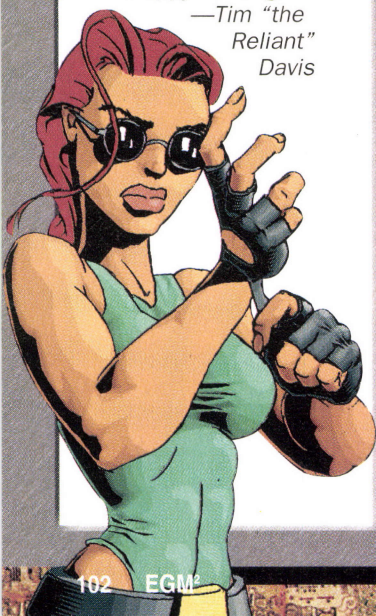
strategy talk

First off I'd like to say that if you're reading this second installment of our two-part strategy guide on Tomb Raider and have gotten this far, it's pretty safe to say that you've abandoned just about all social contact with the outside world. You have become yet another number hopelessly addicted to this programmed marvel.

And who could blame you? This game has 15 of the longest levels most gamers have ever seen. In short, if there ever was a game that gave a player his or her money's worth, this is it. In the following pages, I've tried my best to cover all the important aspects of the game (including the locations for the secrets in each stage for all the treasure hunters), especially the areas where the gamer is most likely to get stuck at. If you keep in mind that almost everything that you come across in this game has a function, but not necessarily at that given moment, you should be able to guide Lara to victory.

Happy hunting!

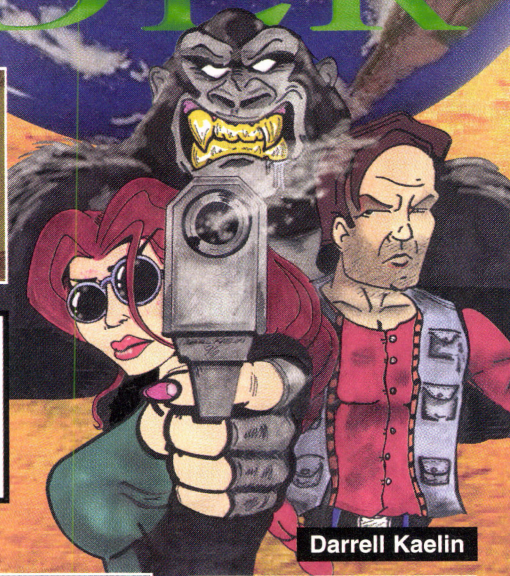
—Tim "the
Reliant"
Davis



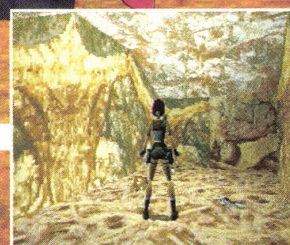
TOMB RAIDER



As Lara adventures further into the super-unknown, she'll come across the creepiest-looking creatures (complete with moans) imaginable. When approaching a room, try to fight one enemy at a time. This combined with your roll/shoot move can help your chances of survival.



Darrell Kaelin

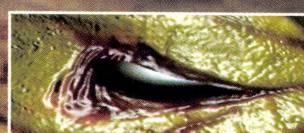


Although there's no official time limit on the completion of the levels in Tomb Raider, once in a while you'll pull a switch that opens a door somewhere in the room, but by the time you're close to it, it slams in your face. So now it becomes a race to complete the commands required in the undefined time given to exit the room. Hey, practice makes perfect I guess...

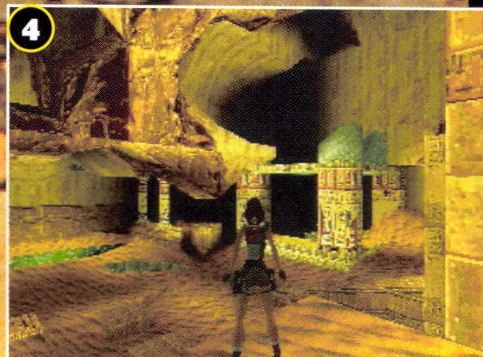
LARA CROFT ON THE PC

PC owners can get in on the action too! In comparison to its home platform siblings, PC gamers will be happy to know that it looks and plays every bit as well as the others. In fact, visually this rendition sports a High-end Mode that (with a patch) supports all 3-D effects and rendition cards. What this mumbo jumbo means is that it will run at 30 frames per second which is about twice as fast as normal, resulting in perhaps the best translation yet.





CITY OF KHAMOON

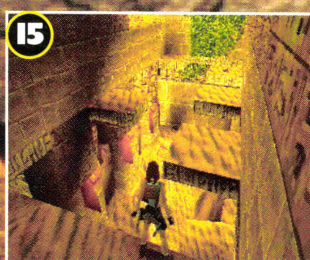


At the beginning of this stage you'll want to jump up to the corridor from your right to flip the switch which opens the door below (1), then pull out the block to form a "bridge" and pull the block above you across. Look for the sapphire key behind the large sphinx head to unlock the room hidden behind the block in front of him (2-3). In the main room ahead, (4) you'll find secret #1 in the far-right corner. From here, jump into the pool of water and use the lever to open the gate to go through it (6). Now make your way up in the room with the croc and pull the block twice to flip the switch in the room up to your right (7-8).

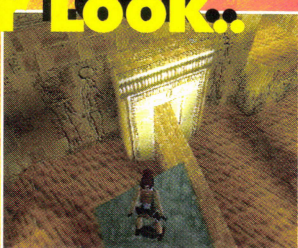
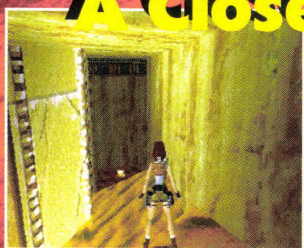


You'll have to pull and push this block around the room to access two different raised platforms.

From here, push/pull the block again around to the room on the opposite side and prepare to blow away a mummified panther-type creature to your left (10). Now flip the switch in here to open the trap door in the ceiling in the main room. Push the block once more to do a running jump to the golden platform under the door. Climb your way up and pull the lever in here to open a gate surrounding the cat idol in the main room (11-12). Then make your way there by sliding down the ramps in front of you and if you're ambitious enough, you may find the second secret on a ledge just below the room where you just were. To grab it, do a running jump to the canopy over the cat idol and then to the ledge. Just a walk in the park for Lara Croft.



A Closer Look..



The city of Khamoon has its fair share of hidden items as well, split up into three separate locations. These not only help you in the level, but also look good on your status report given to you at the end of the mission.

When you drop down into the room with the cat idol, do not take either of the two passages to your left, as they've been designed to quickly dispense an Indiana Jones wanna-be. Instead, run down the passage behind you and enter the panther-infested pit. If you want to collect the third secret, do not flip the light switch on in here to your left. You'll want to summon your courage and search for the pillar on the opposite side of the room after fending off six black panthers jumping for your throat. Now make your way across the bridge connected to the center platform and run down the left side to activate a secret in an alcove just ahead of your forward jump. Next, run to the room with a sapphire key on top of a stone pillar (14) and flip the switch in the next room after some carefully timed jumps (15) to use the key to exit the stage (16).



A Closer Look..

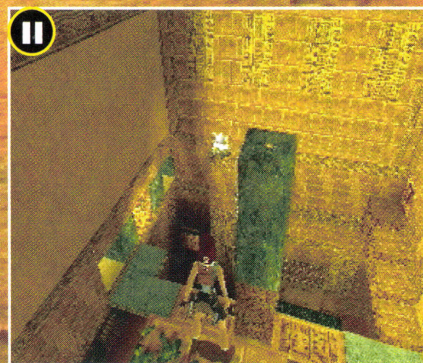
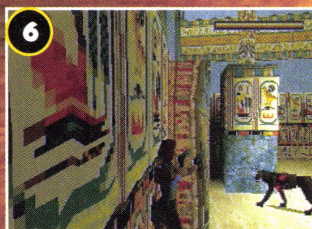
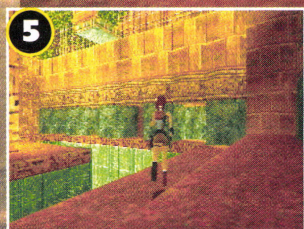


The main objective in the Obelisk of Khamoon level is to complete the various puzzles (see right) to unlock four draw bridges in rooms surrounded by water that will gain you access to the ancient items of the inhabitants. Once acquired, these items must be put in their rightful place at the miniature tower by the Sphinx to open the main gate that makes up the left wall. Remember that almost everything put into this game is there for a reason and you'll do fine.

OBELISK OF KHAMOON



From the start you'll want to make your way to a room with four moveable blocks (1). The one on the far right will reveal a hidden medical pack. Now position the block so that it's right under the golden door on the right wall. Next, pull away the brown block on your left to reveal a passage into an underwater room. Look for a sapphire key in the far-left corner and save the game (2). Use the key on the first locked door you come across (3) and climb your way up to the golden door. Kill the mummy creature here and flip the switch on the left ledge (4) to drop the ramp on the right ledge and gain the Eye of Horus. Only three more to go! Next, drop down to the room below you (5) and slide down the ramp.



You'll have to take out two panthers here first (6) and make your way using timed jumps up the right wall to the top and save your game. Move the lever that's just past the staircase (8) to lower another plank in the main room and run up the stairs and drop down through the trap door (9). You'll find a switch on the right ledge on the bottom that turns the ramp into stairs for you to climb your way back up. Climb up about halfway to the middle platform and run out the doorway on your right. Do a standing jump to the platform on your left to the platform in the middle and acquire the Ankh. Next, make your way back and flip the switch on the right ledge and climb your way up the main staircase in the previous room. Now, jump and shimmy your way across the ledge (12).

Run around the corner and move the lever to turn yet another ramp into a staircase (Who'd of thunk it?) and flip the switch in the far-right corner at the top of the next room. Now make your way out of there via the left door and do a running jump from the ledge in front of the gothic pillars (11) to find secret #1. From here, you can do another running jump to the ledge behind the white item on the far wall for secret #2. Drop down from here and find the greenish ledge to a large room with two mummies on the bottom. Make your way around the left side and climb up to find secret #3. You'll have to go all the way around the room to the ledge below the entrance. Once you have all four items swim your way through the now open door (13) and place the objects on the tower (14).



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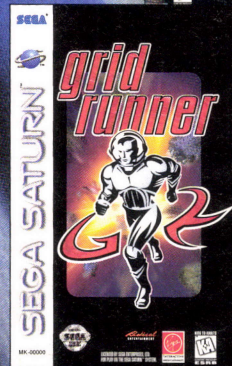
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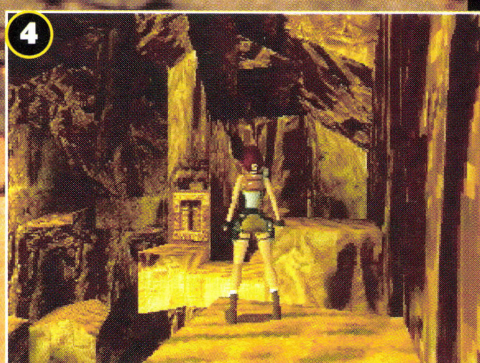
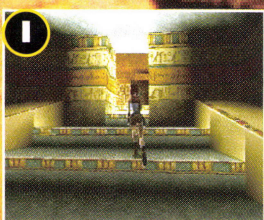
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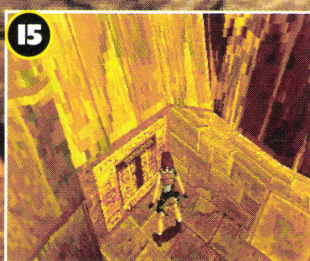


As you begin this stage, be ready for the two demon-like creatures that appear at the top of the main staircase (1). From here, make your way into the main cavern, down the right side of the Sphinx and climb on the brightest stone column on your left. (2) You'll want to progress up and to your right alongside the cliff (3), then up and to your left until you reach the switch which opens up the first room (4-5). Watch out for a winged demon that comes out of the darkness. Explore the left side of the cliff and back down to an area with four or five stone pillars for you to climb (6) on to flip the second switch (7-8).

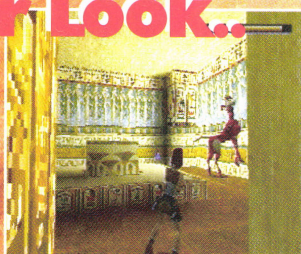


Be careful not to let the winged demons knock you off the ledge after activating the two switches.

Now make your way to the other side of the stone Sphinx to the room you opened up (5). You'll want to slide backward down the ramp on your right and grab onto the ledge and the end. Make your way from here down the second ramp into the water and grab the gold key. Now climb back up, jump and grab on to the bridge at the last possible second and open the lock on your right to battle the giant centaur and acquire the first Ankh. (Whew!) From here, make your way up the side of the cliff to the second door you opened all the way on the left-hand side (8). Push the block in the center over to the left side of the room and defeat the centaur for the second Ankh. Now run down the ramp on your right to the back of the Sphinx.



A Closer Look..



At the Sanctuary of the Scion you'll face off against the toughest enemies thus far. Now more than ever you'll need to rely on your roll to get you out of certain doom.

You can climb your way up to the top of the Sphinx's head by doing a running jump off of the platform just behind it. Now place the two Ankhs on the front and back of his head to open the gate below (13). You'll come across the only secret in this stage by doing a running jump of the left side of his head to an Uzi clip that is resting on an invisible platform (14). Dive down between the feet of the statue on the right and flip the lever to activate the current and rush you up to the surface. Now that the water level has been lowered, you can make your way back outside to the statues and jump and lower your way to the switch on the second statue (15) to open the door at the first statue's feet. Follow this path all the way to the beginning of the stage to the final showdown with Larson (16). Dispose of him and reclaim the Scion. (Wahoo!)



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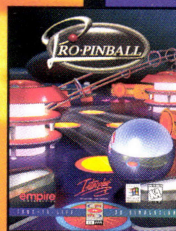


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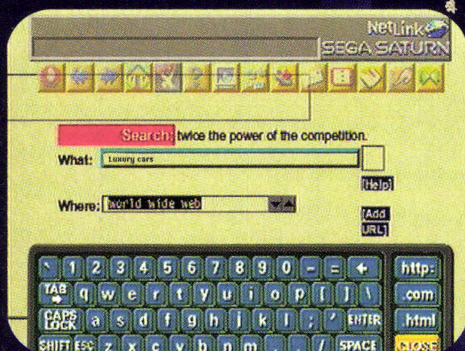
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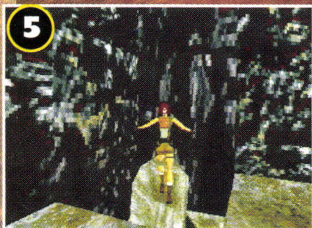
A Closer Look..



After the showdown with the skateboard kid, you'll climb up to an orange-colored room. You have to push a brown block in to gain access to the room, but you must be sure to push it TWICE. (The second time it will go into the wall behind it.) This will open up a hidden door and switch which is crucial to solving the rest of the puzzle, and will in turn open up a door on the floor above you. Now prepare for one more (but certainly not the last) showdown.

NATLA'S MINES

The first thing you want to do in here is climb up on the ledge just past the waterfall on your right and flip the switch around the corner (1). This in turn opens a door on the opposite side of the river behind a wooden crate (2). Now go past the waterfall again and do a running jump to the ledge with the hazard signs (3). Run past the room with the crane to the next, and follow the tracks, jumping hurdles (4) to outrun two boulders that block access to the first of three fuses you must pick up. Next, return to the previous room and pull the crate back to the building behind it. Jump up and fall through the ceiling to find the switch that moves the boat down the stream. (Hey, stranger things HAVE happened.)



Now jump on the darkened part of the boat to the room behind it and pull out the darkened Natla blocks (anyone see a pattern here?) to activate the switch which, oddly enough, moves the huge drilling machine back for you to enter (7-8). Push the crate behind it twice and climb through the room above it to gain access to the second fuse. Then go beyond it and grab the third fuse (while being careful not to attract any attention). Return it all the way back to the room with the broken ceiling (5). This time head down the left corridor and flip the switch which moves the third fuse off the conveyor belt. Now place the fuses in the main control room (8) and grab your pistols from the fallen room. Jump from the roof to a passage. Through the ceiling you'll find secret #1.



Return to the room where you found the second fuse and kill the cowboy to receive your magnums (10). You'll have to do a tricky triple jump and hang to shimmy your way across the lava (11). In room (12), jump to a room to the right and quickly push the crate into the wall before you're squashed by a boulder. Now search the room for secret #2. In the following rooms, you'll need to pull a darkened TNT crate through to the room behind it, then use it as a stepping stone to make your way to the switch to blow it up. Return to where the crate used to be and go through the new passage and defeat the skateboarding kid (13). Look for a pond NOT filled with lava and grab secret #3. You can climb up the pyramid by jumping to the darkened tiles to acquire the pyramid key (14).



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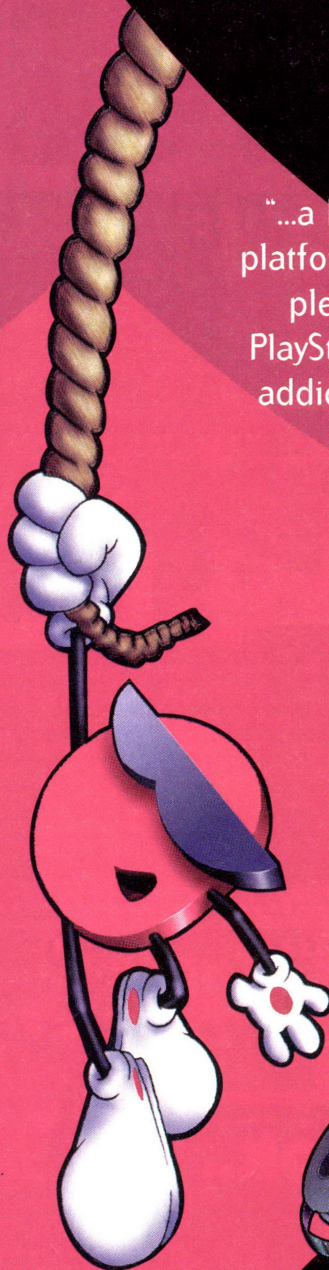
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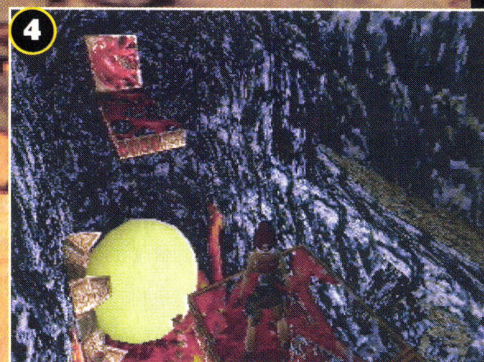
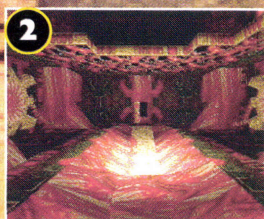


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ATLANTIS' ATLANTIS



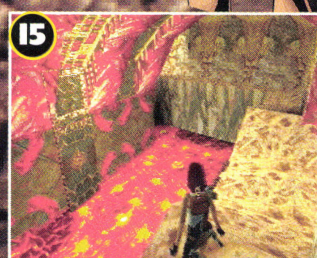
In Atlantis, destroy the three demons that hatch when you walk close to them (1) and walk through the far-left door and up to the second floor. Now move the lever hidden in the far-right corner of the room here to activate a series of doors and switches and enter the lava-covered room. Drop down from the ledge to find secret #1(3) and make your way to room (#4). You'll have to jump/hang and drop/hang once more to continue on the ledge to your right. Next grab secret #2 located in the top-right corner of the slanted roof and then drop into the water and move the lever to activate the timed exit door above (7).



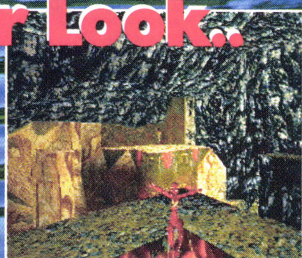
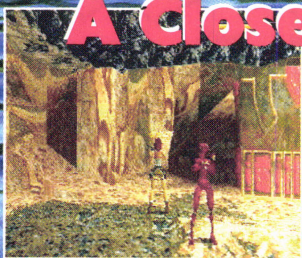
Once you activate the switch underwater, you must climb your way to the exit as quickly as possible.



Pull the levers in the room with all of the demon eggs to open the gate in the water and a room behind a red door. In here you'll need to block the rolling boulder with a moveable block of your own (8), then re-enter the room and exit through the new passage. In the room with the giant slope (9), you must slide down as much as you can and jump to the red portions of the other side to avoid certain death. You can move the blocks in room (11) by pulling two different switches located within the room.



A Closer Look..



The demon version of yourself mirrors what you do so don't shoot him! instead, you must find the switch that opens the trap door by it and climb as quickly as possible to the duplicated lighter side of the room to get rid of him.

You'll find secret #3 in a room behind a timed door off to the right of the long corridor infested with demons (12). When you get to the ramp to the scissor doors, you'll have to jump off it first to avoid getting pummeled by a boulder out of sight (13). In the shrine room, push the block in twice to get to the two trap doors. Pull the lever on the right and hang down for minimal damage. To dodge the boulder in front of you, you'll have to jump and quickly do a backflip out of harm's way. (14) From here, climb your way up, move the lever that's down there, and fight the centaur and his minions in the following room. Next, you have to take out two demons at the bottom of the ramp and defeat the demon clone of yourself (see sidebar). In room (15), run right and pull the switch, then go quickly around to the other side and enter through the middle.

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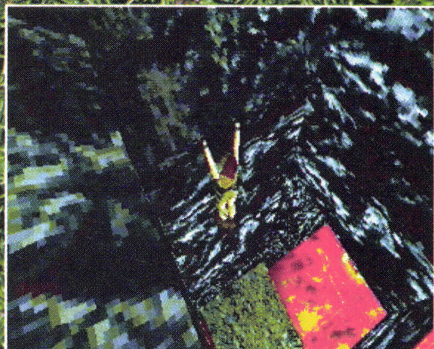


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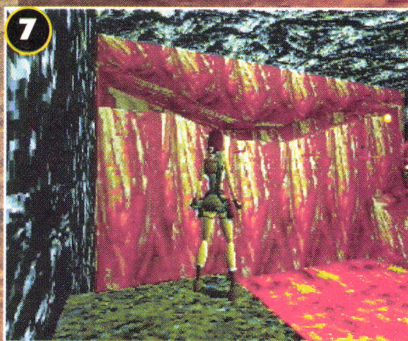
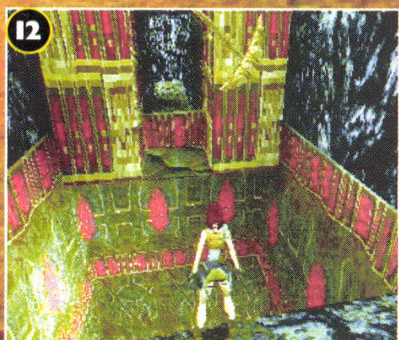
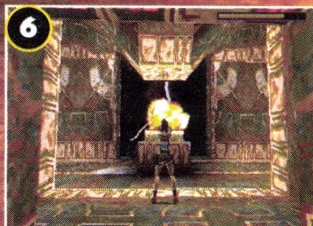


We all know how hard it is to keep a full life bar of health in this game by now, but in the Great Pyramid, it is more important than ever as you'll encounter some situations (falls, jumps) where life depletion is unfortunately eminent. So always keep your current life status in mind before you attempt any dangerous maneuver far from a save point.

THE GREAT PYRAMID



Now that's what I call a Boss! Keep your distance while blasting away with your shotgun and you'll defeat it (1). Push the block in front of you (2) and climb up it to the next room. In here, take the right corridor first and push the block through the wall, now run around to the other side and push it back twice so it's directly under a switch and door (3). In room (4), again jump across the river of lava by landing on the darkened platforms. Landing on the far-right corner of the room activates a timed bridge behind you and secret #1. Walk far enough forward until you activate the boulder then roll and run back toward the entrance in the areas with steeply sloped ramps (5).



After dodging both boulders, drop down into the room below and shoot (yes, I said shoot!) the Scion (6). From now on, this stage gets incredibly difficult so please just bear with me. Okay, go out where you came and run off the bridge to the right (forget about the two demon sentries above), drop down the hole and climb across the lava pit (7) and perform a backflip to get to the other side. Dodge the boulder when you reach the swinging axe (8) that drops down behind you and do a standing jump across the pit to land just before the spikes begin. Around the corner, you must jump to the cliff ahead before the floor crumbles. You can jump and shimmy across an invisible crevice in room (9) all the way down to secret #2. With the dissolving tiles ahead, begin running through the three traps when the axe is to the left of the passage (10).

Jump along the edge of the columns with flames while avoiding being set on fire (11) to the room with a swinging axe (the lava room can simply be run through) in the middle and a collapsible platform beneath it (12). Just beyond that is a passage to secret #3; you only get one shot at it so you'll have to jump off that platform quickly. You're almost done! Climbing out of the pool of muck below you, dry yourself off and be reunited with an old nemesis, Ms. Jaqueline Natla! (And you thought she plummeted to her death.) Now that she has wings, she'll attack you from the sky with a mega-powerful cannon. Whatever you do, be sure to keep your distance from her until she falls. Be careful, as she'll fire on you again for one last hurrah. Now it's up to you to climb your way out of the pyramid.



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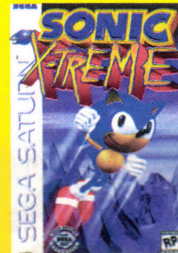
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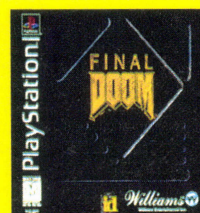
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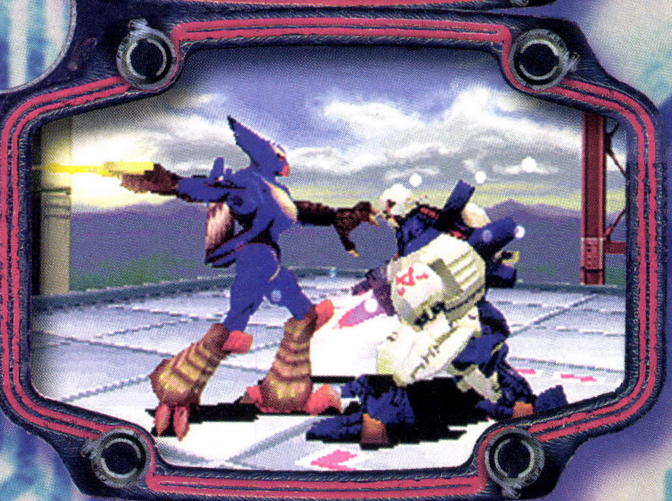
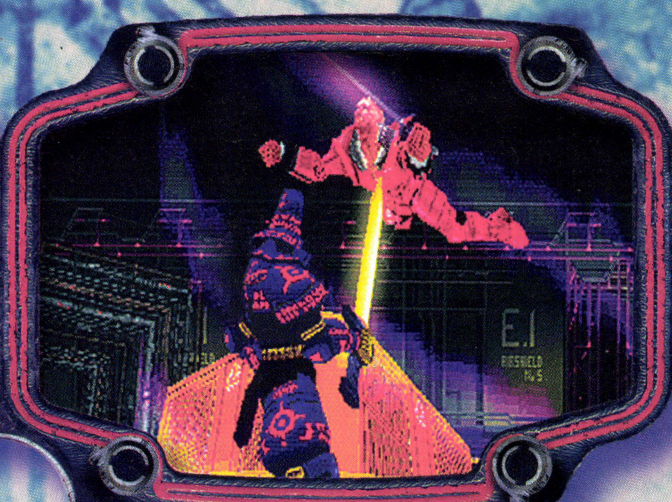
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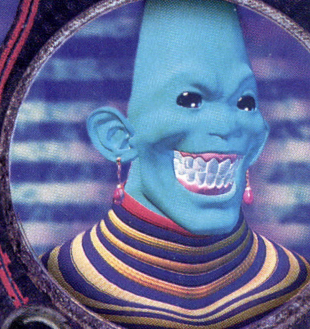
It's 2348 and ten of the mightiest galactic warriors are fighting for control of the Earth's fate. Using Plasma power—energy drawn from the user's own mental strength—the good, the bad, and the freaking ugly are each packing hundreds of weapon attacks, countless combos, and the ultimate battle barrage, Plasma Finals. Pick from any of the 4 different game modes of this hyper-realistic 3D fighter and you'll discover the level of precise control only CAPCOM can deliver.

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strategy talk

Dragon Force is not your conventional RPG. In fact, don't consider this an RPG but more of a strategic conquest game. Instead of having one character, whose job it is to stop the grand evil, you can have up to 150 different generals to command. All you have to do to keep the story going is to continue conquering castles and converting generals over to fight for you. Your mission is to unite the continent of Legendra and protect it against the evil god Madruk. Sounds easy right? It is—for the most part.

One of the most common mistakes in this game is letting yourself get overextended. (You do this by spreading yourself out too thin.) Another mistake is to talk instead of fight. This action will usually get you in front of a full supply of enemy troops with none of your own men around. When attacking enemy castles, you will want to use the Offense formation and tell your troops to stand by. If the enemy general doesn't send his troops at you within 15 seconds, you should order them to advance. Once they have worn down the enemy general's troops, give the melee command. Don't forget to use your magic whenever you can. It is an overlooked feature which can lead to the general escaping or to your own defeat. Watch out for the skull children; they have a habit of cropping up at the worst moments. After you kill them they will keep coming back.

—David "Riker" Ruchala

GENERAL STRATEGIES



The Skull children are followers of Madruk and are immortal. You will keep fighting them throughout the game. When you fight them you will normally win, even if your forces are numerically inferior. But once you kill them they will come back, again and again.



After you have either taken or defended and the enemy generals that you didn't capture start to retreat, deploy your generals in the same direction that the enemy generals are retreating. You will engage them and usually be able to take them captive.



Search, search, search!!! I can't say this enough. Searching is one of the most important things you can do in the Domestic Menu. Forget fortifying your castles, they will do it on their own. By searching you will find items to equip your generals with and make them stronger.



DRAGON FORCE

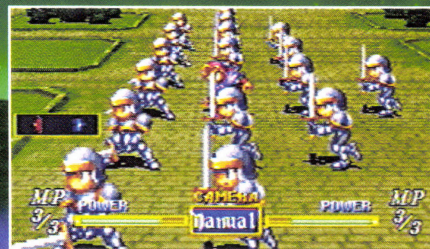


BEST FORMATIONS



OFFENSIVE: The Offensive formation is the formation I used the most. I found that the standby command is the best to use. Let the enemy troops come to you. When your soldiers decimate them, use the melee command to send your troops in to battle against the enemy general.

PROTECT: The protect formation is the next most useful formation. This is a defensive orientate formation. This is best used against numerically superior enemies. It gives you a more concentrated defense. When the enemy gets in between the two formations, order the retreat command and they will be caught in the middle.



DEFENSIVE: This is the next most useful formation. If you like a greater amount of protection around your general, use this command because it will put 75 percent of your troops around him.



SOLDIERS:

Soldiers are the basic grunts. They work best in defensive formations.



CAVALRY:

The Cavalry are good on offense especially when going up against generals.



MAGE:

These troops are only useful against Harpy and Zombies so use them defensively only.



SAMURAI:

If you are being attacked by dragons, use these troops—they will decimate them.



ARCHER:

Archers are at their best when used against Harpies. Otherwise, they are very weak.



MONK:

Monks are best used in defensive formations. Their fast attacking ability is most helpful.



HARPY:

Never use Harpies against Mages or Archers because they are weak against them.



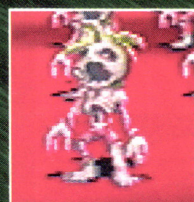
BEASTS:

The Beasts are good at attacking Mages and Cavalrymen. Don't use them against Dragons.



DRAGON:

Most powerful type of troops, but don't use them against Samurai.



ZOMBIE:

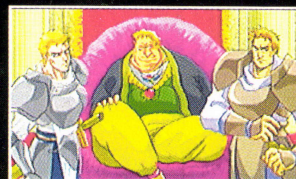
They can handle everybody except Dragons and Monks.

SOLDIERS

HIGHLAND KINGDOM



Your first conquest should be the kingdoms to the north.



This is your first encounter. He is located to the north of you.



When entering a duel, make sure you have the hit-point advantage.

The Highland Kingdom is the easiest scenario in this game. Start out in the southwestern corner of Legendra. The only direction of attack that you have to worry about is from the east. To the north is the country of Palemoon. This will soon become your ally and double your generals and land. The next kingdom you should attack is the Tristan Empire. This will eliminate any possibility of attack from the north. Next move eastward, taking Topaz and Tradnor. Follow up with Bozack and Izumo and then move on to Fandaria for the final kill.



TEIRIS JOINS

As you play as Wein, you will find Teiris as an ally very early in the game. This alliance will effectively double your territory and generals. This is very advantageous, especially since it becomes one less country that you have to conquer.



Palemoon starts out in the western part of the continent. Attacks will only come from the north or east.

PALEMOON KINGDOM



This is the other candidate for Queen of Palemoon. If you defeat her, she will become a powerful ally.



There is no need to worry about being attacked from the west.

Teiris' kingdom, Palemoon, sits on the western edge of Legendra. Wein is located to the south of you and Junon to the north. Wein will join you soon after you begin, so concentrate on the Tristan empire. After you conquer Tristan,

move east, following the same strategy as Wein above, saving Fandaria for the end. Try a double-pronged attack. Aim your northern prong at Leon's kingdom Topaz and your southern one at Gongos and the Bozack Nation.



WEIN JOINS

When you have played a couple of turns, Wein's Kingdom will join you. Wein unfortunately will not stay. But don't worry—he will come back at the very end of the game.



THE BATTLE STILL RAGES!



PTO II

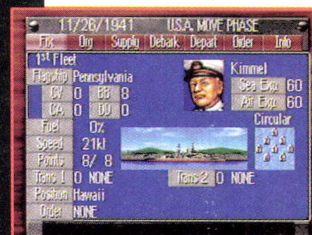
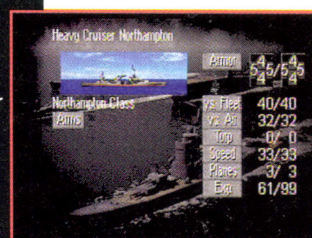
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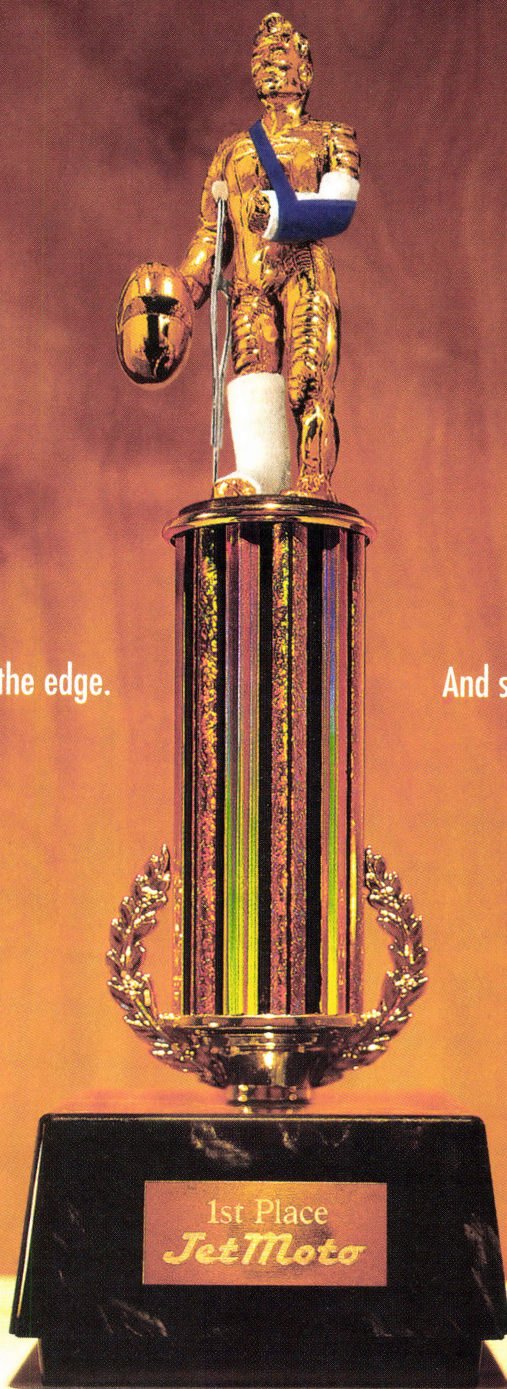
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Since you are on a peninsula, the only direction you will be attacked from is the south. The best strategy for you to follow is to sweep down south and take over Palemoon before Teiris allies herself with Wein and the Highland Kingdom.

After taking over Palemoon, move down and hit the Highland Kingdom. Now take over Topaz and Tradnor. Continue southward and hit Izumo and the Bozack nation. Now take over Fandaria and get ready for the onslaught of Madruk.

Your next target after the northern city should be the one to the south of you.



TRISTAN EMPIRE



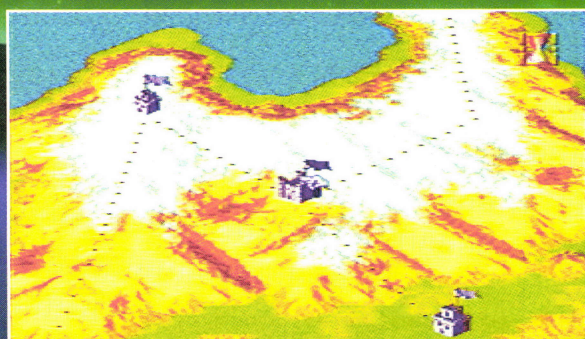
Junon's primary soldiers consist of Harpies.



You will lose this city shortly after you conquer the southern one.



After you conquer the city to the south of you, this character will show up and boot you out of your northern city. He isn't very well equipped and should be an easy target.



TOPAZ KINGDOM



Topaz is a difficult scenario. You as Leon start out in a very difficult position. You are vulnerable to attacks from every direction. You'll be best off by moving west first. Leave Reinhart

alone for now and capture Tristan, Palemoon and Highland before you engage Tradnor. After these countries are in your grasp, attack Tradnor. Bozack and Izumo, then move on to Fandaria.



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BOZACK NATION

The best strategy for players who choose this kingdom is to conquer countries in a counter-clockwise direction. Start with Izumo and move to Highland next. Once Highland is under your boot, depending if

Highland and Palemoon have allied, Palemoon should be next. Now move to Tristan and then take the Inner kingdoms, Topaz and Tradnor. Now gear up for the attack on Fandaria.



Gongos' mainstay of troops in the beginning consists of beasts.



Izumo should be the first kingdom you conquer.



Since Bozack is on a peninsula, you will not have to worry about attacks from the east, south or west.



IZUMO NATION

Izumo is the most difficult regular scenario. You are in between a rock and a hard place. You have Fandaria to the north and every other country to the west doing a

mad dash toward Fandaria. Move in a counter-clockwise direction, just like you would for the Bozack Nation. Fandaria will attack but not like you would expect them to. Concentrate on killing the Bozack Nation. He will be your biggest problem at first. Once he is gone, remove Highland and continue around in a counter-clockwise fashion.



The castle to the north is filled with Level 6 and up generals. If you can capture them, it will increase your strength.

Take over the southern cities as soon as possible. This will give you enough generals to start your conquests.



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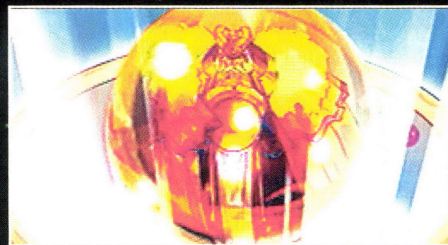


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TRADNOR KINGDOM

You can only play as Reinhart after you have beat the game with one of the other characters. Reinhart starts out at a tactical disadvantage. You are located right in the middle of the continent, and if you were any other character, you would have problems. But since Reinhart will have plenty of allies as the game goes on, you shouldn't have any trouble.



Reinhart's Kingdom is located smack-dab in the middle of everything.

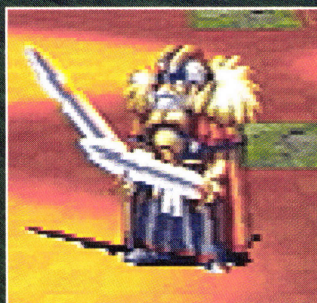


EVERYBODY JOINS

As you progress in the game, your central location won't matter so much because the other kingdoms will unite under you in your attempt to thwart the return of Madruk the evil god.

Goldark can be played a lot like Wein and the Highland Kingdom. First capture the three castles located around you. Now move west and take over Izumo and continue southward to Bozack. The next countries you should attack are the

two located in the middle of the continent. After those are gone, take over Tristan. Finally, move on to Wein and Teiris. Watch out for Gaul and Scythe. They might be in league with the dark lord Madruk. Then again, they might not.



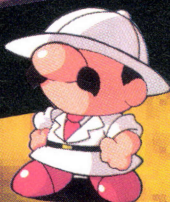
NOBODY JOINS

Well, since in the opening sequence you declare war on everybody, it is understandable why they want you dead. But don't sweat it. After all, you are the most powerful country in the game.



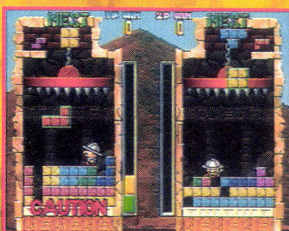
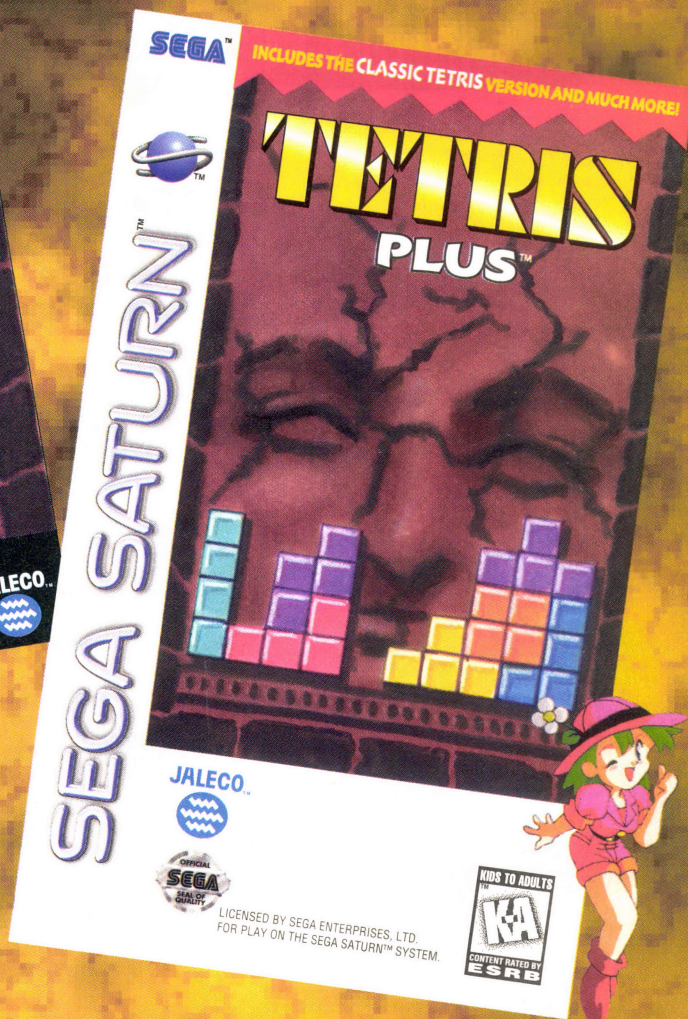
You are located on the very eastern edge of Legendra.

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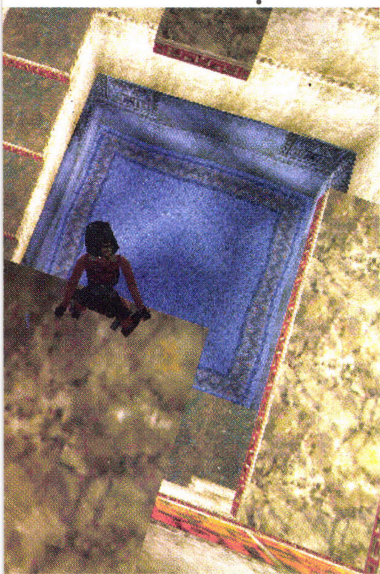




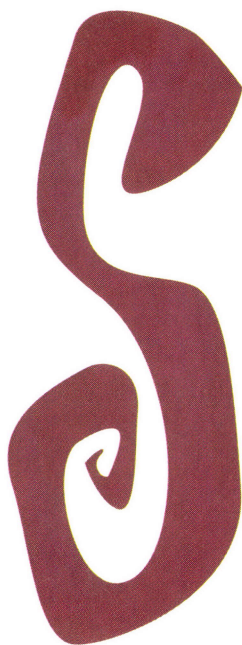
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Sometimes, you also need guts. Or a brain. Or quick

feet. Other times, you need all of the above plus

grenades, a shotgun and a matching pair

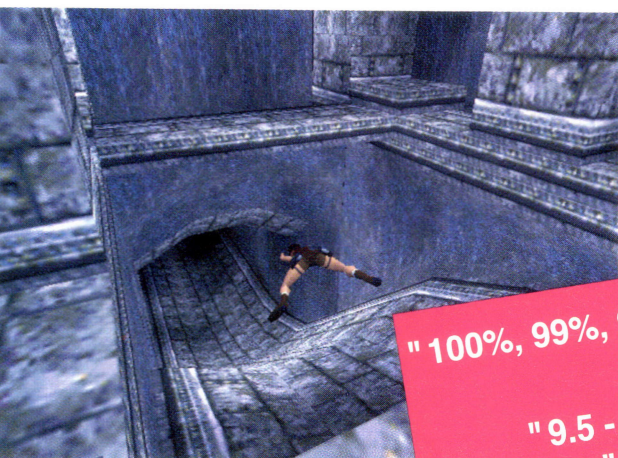
of nine millimeters. Such is your fate

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JUST BEFORE DYING.
(LUCKY STIFFS.)

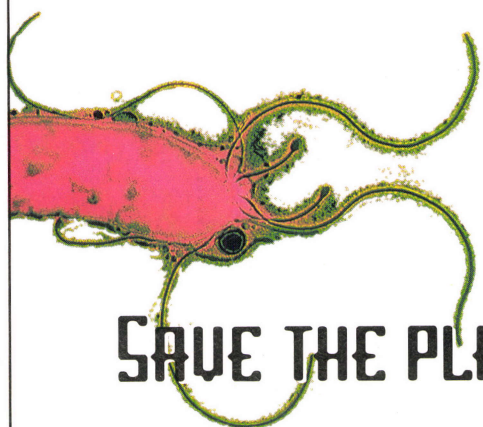
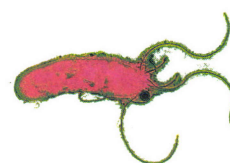
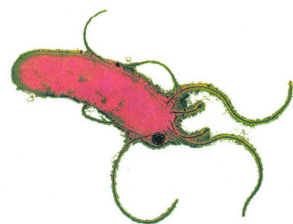
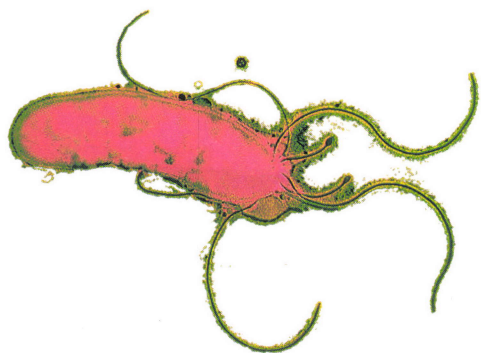
Lara has her sights on a few ancient artifacts, and she's not going to let anything or anybody get in her way. Alligators. Wolves. Thugs. They're all tempting fate once in Lara's path. But hey, what's a little temptation? Especially when everything looks this good. In the game, we mean. Check out Tomb Raider at www.tombraider.com.



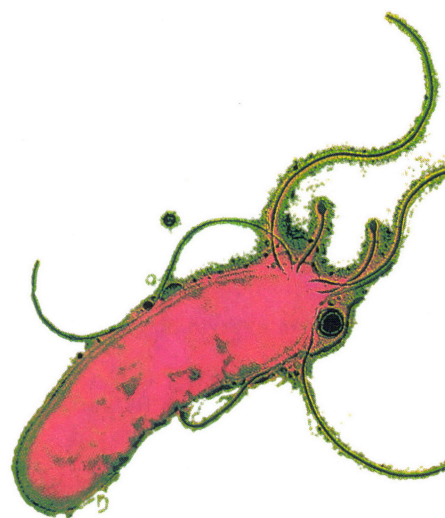
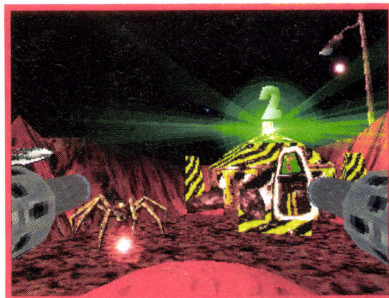
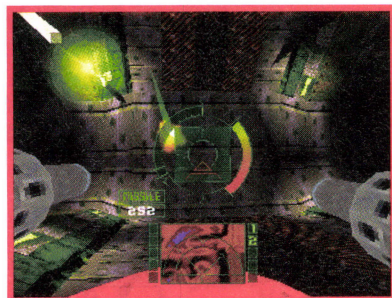
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**MACHINE
HEAD**



system
publisher PlayStation
Atlus

strategy talk

Persona is a fantastic RPG. With every new role-playing game comes some new and exciting features that will hopefully make the game a smash.

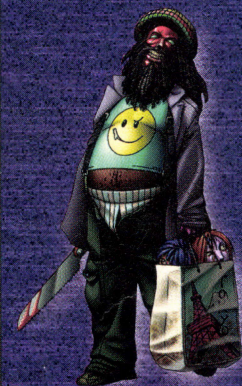
With this title comes some new features such as a choice between firing off guns or charging in with swords. You can conjure up some magic from your persona or you can try to negotiate with the enemies to get them as allies.

The game also pushes the PlayStation's capabilities with occasional cinematics and transparencies. The only downside of all the possibilities is that you can fill up an entire memory card with just a couple of games from Persona.

The control is new and innovative. Instead of trying to appeal to one of the crowds, they attempted to appeal to all of them at once. There are three major views: first-person, three-quarters and up and back.

All in all, this game will offer up well over 40 hours of gameplay and a pretty decent amount of return gameplay. It's a good purchase for the RPGer who's disappointed with Beyond the Beyond.

—Scott "Borg" Augustyn



REVELATIONS

Persona



MODES OF ATTACK



Sword Attack: Most common, based on your physical strength stat.



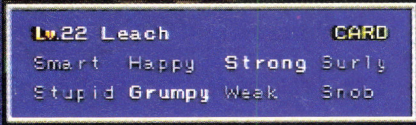
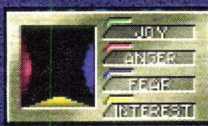
The Gun Attack does multiple hits and is based more on accuracy and ammo.



Persona: Different personas produce different magic spells and effects.

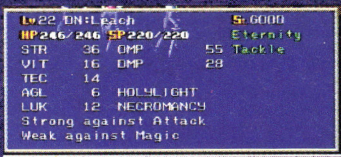
CONTACT

Try contacting the baddies to receive their spell cards. See the end section for more info.



ANALYZING

Before you begin battling a new enemy, be sure to click on analyze to get some inside info next time.



VELVET ROOM

The Velvet Room is where you will merge your spell cards to produce more personas. You can also include items into the merging process. Certain items will have no other purpose in the game except to be included in the merging process. You also deliver

and can erase personas from this screen. Who does Igor work for?



THE CLINIC



The clinic is similar to the fountain of youth. You should not have to use either service throughout the entire game. They are few and scattered anyway. They are also expensive to use.

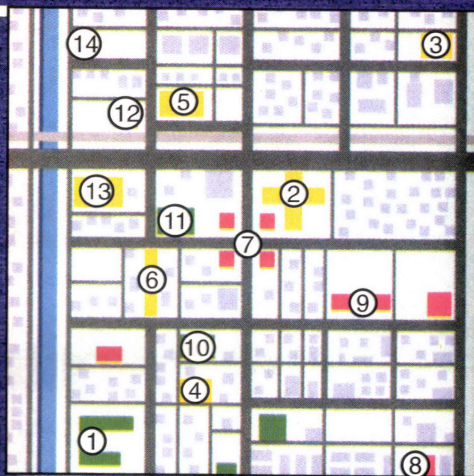
FIRST WORLD MAP

The first world you start in is the world you know. For a short time, you can wander around without fear of being attacked by demons. After going through the hospital, though, you will find yourself being attacked on the streets, and things are changing.

Try to go to everything before going to the abandoned factory. That will lead you to the next world.



1. St. Hermalin School
2. Joy Street
3. Hospital
4. Shrine
5. Police Station
6. Sun Mall
7. Subway
8. Abandoned Factory
9. Sebec Building
10. Yin & Yan
11. Clinic
12. Augustus Tree
13. Museum
14. The Ruins



SCHOOL & HOSPITAL



The hospital is in the northeast part of the town.

At the start of the game, you will be in the school. You are told that you should go to the hospital for a check-up. Explore the school and talk to all the students to learn some basic information. Go to the hospital. Mary's room is on the third floor. After going through the cinema, you will have to work your way



back downstairs. Once you get downstairs, you must make a decision: Save the nurse or run for your life. After you finish here, head toward the shrine.

SHRINE & SCHOOL (AGAIN)



You will return to the shrine a couple more times further on.

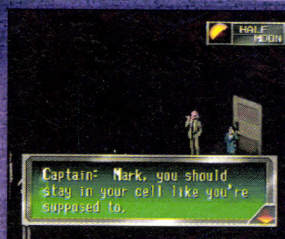


When you go to the shrine, you'll have another conversation with Philemon. After the shrine, you should go to the school. While examining a hole in a wall, you receive a strange new party member: Mary! You have got to head to the police station to rescue Mark.

POLICE STATION



This area is not too hard. The maze is small, and the enemies are no challenge.



The first puzzle of the station is finding the jail key. The key is in the corner of the room in the box marked key (oddly enough). The maze is small and should not take you much time to cruise through at all.



ABANDONED FACTORY



To get into the secret corridors that lead to Sebec, you must first find the security card access for the secret door.

The slot is located in the bottom-right corner of the screen. All the corridors will be dead ends unless you find the levers that are on the walls. Keep an eye out as you are trucking through the level. Once these are flipped, it will open up passageways into the heart of the Sebec building. It seems that the employees are unaware of the plot that Guido has in store for them.

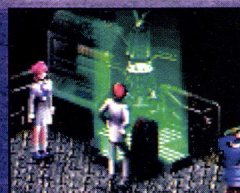


SEBEC BUILDING

The Sebec building is a large maze. You will have to face some stronger enemies here, but once again, they aren't much of a challenge. The real challenge comes when you reach Guido's office and have to face off with his right-hand man, Tiny. Tiny uses a persona and comes with four S. S. henchmen. Once you defeat him, check around the corner of the desk to find the switch for Guido's secret passage. This takes you to the machine and warps you to the next world.



Either of the buttons you choose will spell the demise for the poor Dr. Nichols.

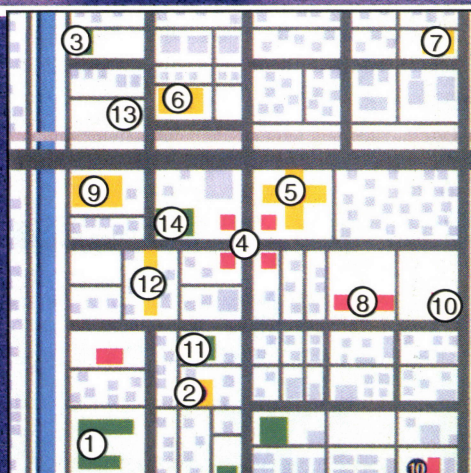


SECOND WORLD MAP

The second world is much harder than the first. This is where you spend most of your time. This is the world that Guido has run to. There is a split down the middle that you will have to conquer in the course of the game in order to get to both sides of the city. Be sure to stop in the markets to get some of the more powerful weapons available in the game.



1. St. Hermalin School
2. Shrine
3. The Ruins
4. Subway
5. Black Market
6. Sun Mall
7. Castle Mana
8. Haunted House
9. Museum
10. Augustus Tree
11. Yin & Yan
12. Sun Mall
13. Augustus Tree
14. Clinic



SCHOOL (ONCE AGAIN)



After Sebec, you are warped into what seems to be your school, but it is one



year ago. You meet up with Bruce, a friend from your world and have another run-in with the evil child Maggie.



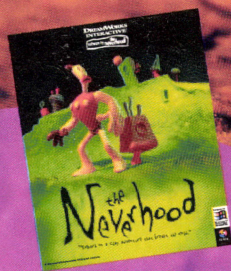
After working your way through the school, you make it to the courtyard and have a faceoff with a Boss called Roborat. Watch out for this enemy's nuke attack. Once you finish, head to the library and then it's off to the shrine again.



You're Fighting to protect good and
Restore the Rightful King to power.



The Bad News is you're
the guy on the right.



The good news is you're a lot smarter than the guy on the left. Good thing, considering you'll have to solve more than 60 puzzles in order to succeed in the twisted, clay-animated world of Neverhood. You'll help Klaymen avoid pitfalls, collect clues, and kick a little clay butt. All to defeat the evil Klogg and bring the Neverhood back to normal. At least, as normal as it ever gets. [www.DreamWorksGames.com]

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experience from all the lookalike games..."
—NEWSDAY

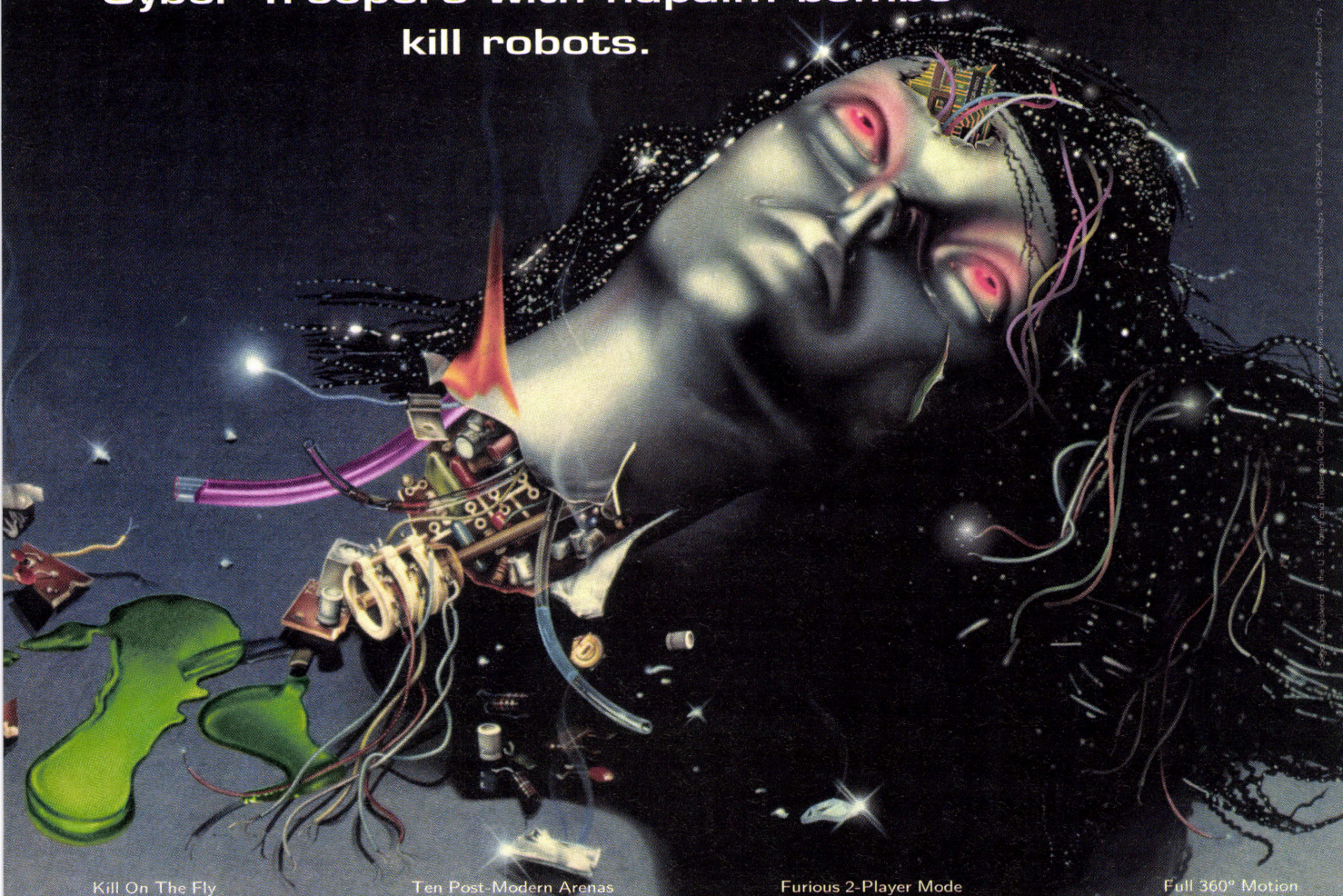
the
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"Embark on a clay adventure that breaks the mold."

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**Cyber Troopers with napalm bombs
kill robots.**

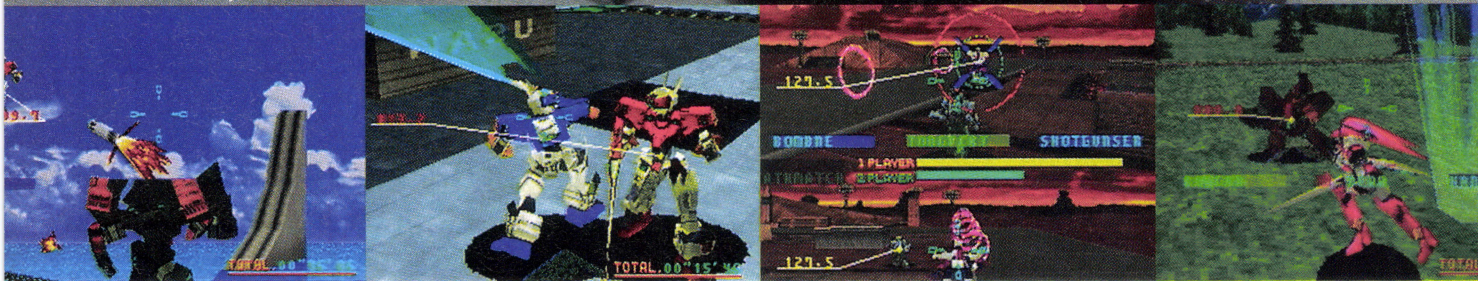


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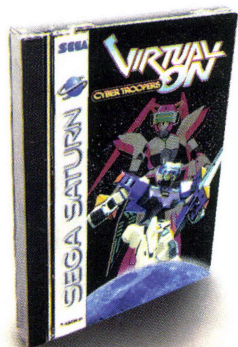
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VIRTUA COP 2™

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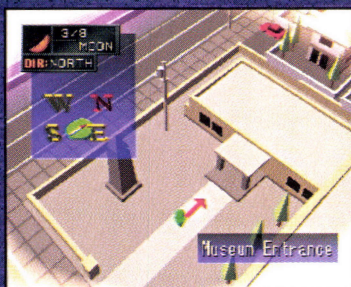
SEGA SATURN

www.sega.com



SHRINE (AGAIN) & MUSEUM

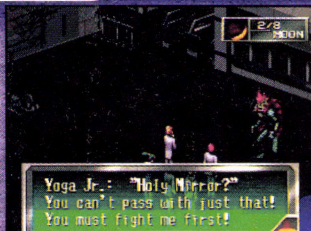
Kain tells you that you should go back to the shrine again. After visiting the shrine, go to the



museum and collect the Holy Mirror. A simple enough task with a touch of mystery.



SUBWAY



The subway is where

you will start fighting some tougher enemies. Once you reach the center, you must fight a sewer creature. This creature does not like fire that much, so concentrate on these kind of attacks. Once through, you should head for the Black Market. It is right out of the subway.

BLACK MARKET

Once you go into the Black Market, you will be unable to leave. You must face the Harem Queen. Her maze is huge! Start your search on the fourth floor. From here, you will be off to a positive start in the right direction. Use this time to build up.



Be sure to collect all the treasures you come across and heal afterward. What you choose to say to Selina will determine how tough a battle it will be. Praise her for an easy one.

CASTLE & FOREST

After the market, you will learn that Maggie is in the castle. After you go there, you find out you need a key from Mae. Make your way back to



the forest and go through the forest maze to get the key from her. What you say to her will determine what kind of ending you will receive. You will get the key anyway, so don't worry about that.



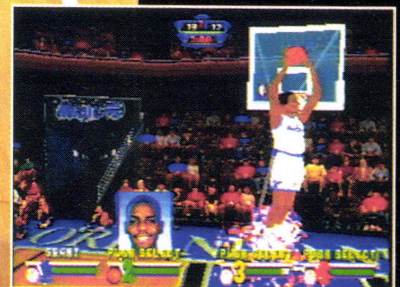
What it feels like to bring
20,000 people to their feet
with one hand.



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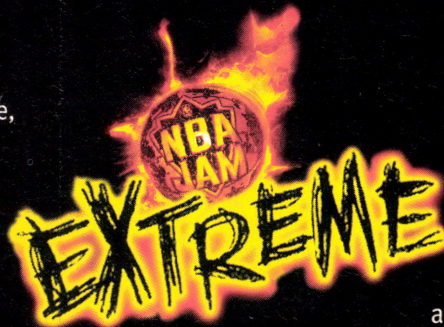


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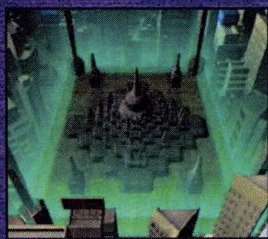


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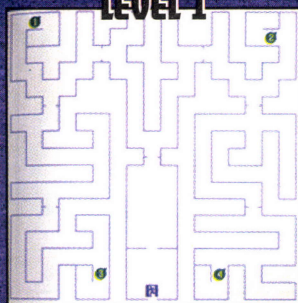
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BACK TO THE CASTLE

Once you get through the forest, you will have to tackle the maze of the castle. This maze is also huge and will take many hours to defeat. With the help of these maps, it should make it a little easier. You are encouraged to explore and to fight as much as possible though, because levels will save lives. Once you reach the top, you will encounter Guido but will be too late as he creates his new castle and escapes through a portal leaving you with a problem of your own. He leaves you stranded, but you recall that the Haunted House has been known to make people disappear. That being your only chance, you should head toward it. Save first and buy all the weapons that you can. There's no turning back.



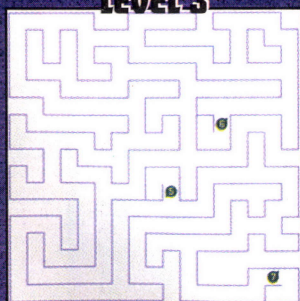
LEVEL 1



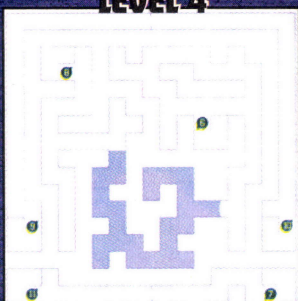
LEVEL 2



LEVEL 3



LEVEL 4

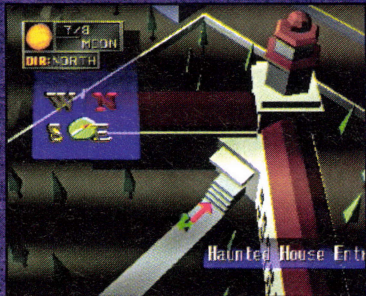


LEVEL 5



HAUNTED HOUSE

Before you go into the Haunted House, make sure you have everything you need to get in this world. Once you go through the house, you



can't get back, depending on your ending.



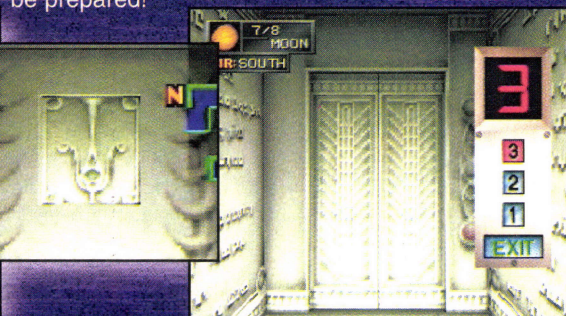
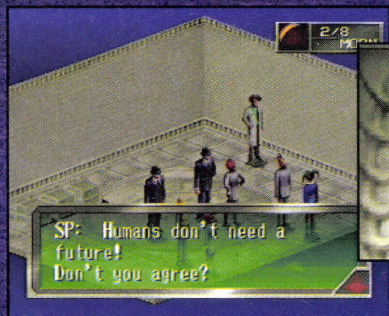
As you're moving through the level, you will come across some scientists who say there is a portal on the upper floor. When you get up there, you hear Mary's mother's voice calling her. When you go into the room, though, you are confronted by a demon. Depending on what you choose, you may have to fight this demon or you may be able to save



Mary's mom *and* yourself a battle.

DEVA YUGA

The Deva Yuga is Guido's new fortress. This is the largest of all mazes. Take your time and explore. The experience will do you good. On the first level, avoid the falling traps and take the elevator to three. If you get to a spot where it is a dead end, check the walls for a lever. There are two levers you will need to find. Always check every room for power-ups and weapons. The end Boss is near, and he is not an easy opponent, so be prepared!



Guido is a tough opponent. Make sure that one of your party members has a Group Healing spell before entering the battle. After a lot of punishment, he becomes Super Guido. Round two begins now!

IS THIS IT?

As you go through the game, you will have to make many decisions. These decisions affect the outcome of the game itself. There are many different endings possible. For some, their adventure will end at Deva Yuga. For others, the adventure will go a little longer. Be aware that some of your decisions may not affect the ending, but

instead, it may affect the current situation.

Example: When talking to the Harem Queen, tell her that Mary's paintings are better for a harder battle. Tell her that hers are better for an easier battle. These decisions can mean life or death.



CONVERSATION KEYS FOR SOME MONSTERS

EXAMPLE: MONSTER=====>>>>CONVERSATION KEY

ANATOMY=====>>>>SPEECH

ASTRAL=====>>>>YELL

BABE=====>>>>WASTE TIME

CLONE=====>>>>GOSSIP

CUPID=====>>>>STARE

CYRUS=====>>>>YELL

DANCE=====>>>>STARE

DARK ELF=====>>>>STARE

DRAC=====>>>>YELL

DRIBBLER=====>>>>RECRUIT

FELICIA=====>>>>GOSSIP

FIREBIRD=====>>>>SARCASM

GARGOS=====>>>>SHUTTER

GOBLIN=====>>>>SARCASM

HELLION=====>>>>PERSUADE

INCUBUS=====>>>>SARCASM

ITHL=====>>>>STARE

JACK O'=====>>>>RECRUIT

JACK FROST=====>>>>RECRUIT

KAREN=====>>>>DANCE

KIMONO=====>>>>DANCE

KOBOLD=====>>>>ASK

LAND SHARK=====>>>>BRIBE

LEECH=====>>>>SHUTTER

MAGIC URN=====>>>>RECRUIT

MAUI=====>>>>SARCASM

MERMAID=====>>>>YELL

NUEA=====>>>>BRIBE

OWL=====>>>>ASK

PAINTER=====>>>>STARE

PIXIE=====>>>>STARE

POWER=====>>>>PERSUADE

PRINCIX=====>>>>STARE

PSYCHO=====>>>>YELL

RANTULA=====>>>>SHUTTER

REMY=====>>>>SHUTTER

SACRIFICE=====>>>>BRIBE

SHADOW ASP=====>>>>YELL

SHARKTOOTH=====>>>>BRIBE

SHREMLIN=====>>>>SARCASM

SIREN=====>>>>STARE

SITH=====>>>>BRIBE

SLIME=====>>>>BRIBE

THUG=====>>>>BRIBE

VALKYRIE=====>>>>PERSUADE

VIRTUE=====>>>>SPEECH

WATER ASP=====>>>>BRIBE

WATER ELF=====>>>>STARE

ZIN=====>>>>SPEECH

ZOMBIE COP=====>>>>PERSUADE

ZOMBIE GIRL=====>>>>PERSUADE

These suggestions are subject to the phase of the moon.

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1. Who are you going to trap and kill?

- a) All of the intruders.
- b) Some of the intruders.
- c) Just the intruders you don't like.
- d) Just the intruders who piss you off (like Yuri's).
- e) Most of the above.



2. How are you going to trap and kill the intruders?

- a) Spike them from the wall.
- b) Crush them with the Stomp.
- c) Zap them with the Volt Cage.
- d) Use Mind Kill.
- e) Most of the above.



3. What are you seeking?

- a) Revenge.
- b) Vengeance.
- c) Redemption.
- d) Acquittal.
- e) All of the above.



3. Are you really...

- a) A good guy.
- b) A bad guy.
- c) A victim of circumstance.
- d) A wimp.
- e) All of the above.



For the answers see the Tecmo Super Bowl ad in this same magazine.

If you haven't played Tecmo's Deception, you haven't DIED yet!

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Daytona C.C.E



system
publisher **Saturn
Sega**

strategy talk

Driving games, for whatever platform, have always seemed to be one of Sega's specialty. From the groundbreaking Turbo (remember that?) to the immensely fun and popular Outrun, to the technological wonders of Daytona and Indy 500, the name Sega has become synonymous with racing.

And now, from almost out of nowhere, comes Sega's update to their successful stock-car racer, Daytona Championship: Circuit Edition. When you wade through all the hoopla, what it means to you, the gamer, is two new tracks along with the redone originals plus a nice Two-player Mode among extras.

While all of this is nice and the game looks and sounds better (the vocals of the previous songs have been thankfully omitted), the control sadly seems more difficult to get used to than before. Still, fans of stock-car racing will want to take this one out for a spin.

—Tim "the Reliant" Davis

NO MORE TIME FOR EXCUSES...

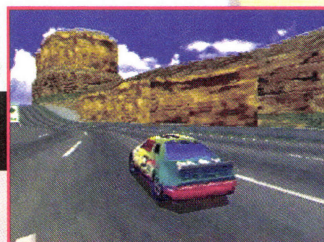
For those of you who thought that you're the king or queen of Daytona, Sega's now given you the chance to prove it! Gamers can now race head-to-head with the opponent of their choice in all five courses. Also, players can select from all eight cars in the Arcade Mode, adding a nice bit of strategy in a game between friends.



The winner can also be determined by the time (second) spread between the two cars.



DAYTONA USA CHAMPIONSHIP CIRCUIT EDITION

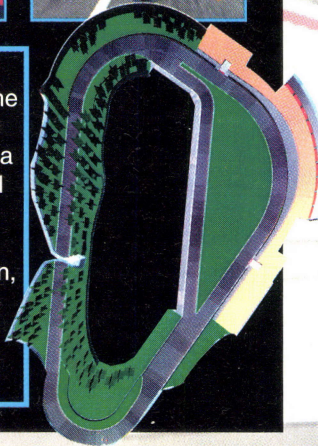


Three Seven Speedway



The oval-shaped speedway track starts you off at full speed!


This course is unchanged from the original. Due to the relatively easy turns, you'll want to choose a car with a respectable top speed and cornering ability. Also, to maintain your speed through the Sonic Wall turn, you'll need to start it high on the bank and arch your way back down to the inside of the course.



Replay Mode




New to this edition is a Replay Mode allowing you, at the end of the race, to watch the race in its entirety from all the multiple camera angles you're used to, including a roadside view.




Hornet

Grip: 3
Acceleration: 3
Max Speed: 2



Gallop

Grip: 3
Acceleration: 3
Max Speed: 2



Phoenix

Grip: 1
Acceleration: 5
Max Speed: 5



Oriole

Grip: 2
Acceleration: 4
Max Speed: 4




National Park Speedway



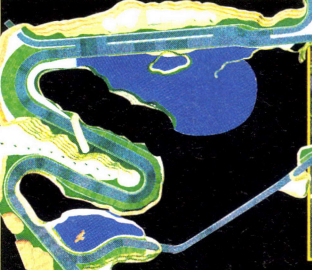









New to the C.E. is this scenic expressway. This track interrupts its high-speed straightaways with unsuspecting S-curves and a major hairpin turn. If you're in a car with not-so-great cornering ability, you'll want to maneuver your way over to the right lane off the start to avoid getting cut off and slammed into a concrete barrier.



Dinosaur Canyon









Fans of the first one will recognize this track. (Mercifully, minus the theme song.) Here, passing becomes a little more difficult without bulldozing the competition off the road. To avoid a 30-car pileup, try to pass in the tunnel or after the turn before you reach the pit road.



Sea-Side Street Galaxy



The most challenging course of the first game (formally called the Expert Track) returns unchanged. To avoid entering the right turn under the overpass on the expressway too hot, try crossing over into the oncoming lane of traffic (it will take some practice to avoid the medians) first and then back again.



Desert City







Desert City is the second new track in the game. On this course, straightaways are almost non-existent and rarely are you ever in fourth gear, so you'll want to choose a car that excels in grip and acceleration. Keep your eyes peeled for those upcoming road signs, as one of them will alert you of an upcoming 90-degree turn.




Max

Grip: 5
Acceleration: 5
Max Speed: 1



Magic

Grip: 3
Acceleration: 2
Max Speed: 3



Wolf

Grip: 4
Acceleration: 5
Max Speed: 1



Balance

Grip: 5
Acceleration: 1
Max Speed: 4

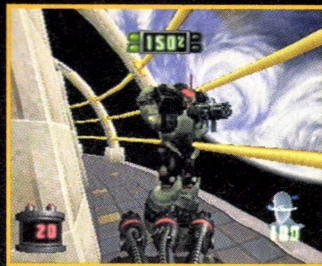
NOW RECRUITING

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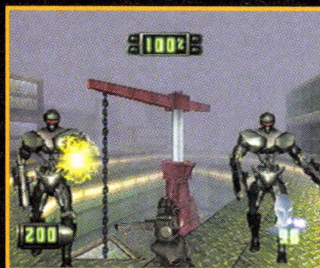


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VIRTUA COP 2

system
publisher

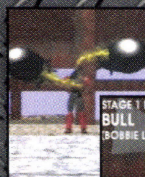
Saturn
Sega

strategy talk

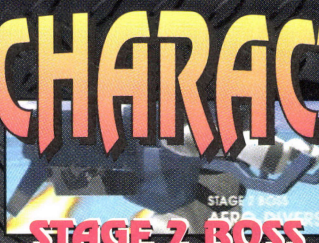
Yet another arcade hit that makes you wish you had a Saturn. Like all the others, it doesn't quite have the same graphics as the arcade, but COME ON. This game is just plain, simple FUN! The gun works 110 percent—it can be as hard or easy as you want to make it. The main problem with the game is the lack of weapons—not the kinds of weapons, but how many there are (there aren't too many). But that's okay, that's why there's a "Gun Select" Option! The game features Automatic, Machine Gun, Rifle, Magnum and Shotgun.

—Mark "Capt. Kirk" Hain

THE CHARACTERS



STAGE 1 BOSS
BULL BOBBIE LOU



STAGE 2 BOSS
SMARTY JAMES COONS



STAGE 3 BOSS
TANK OT GARSE BRADLEY



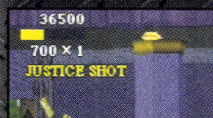
Rage
MICHAEL HARDY



Smarty
JAMES COONS



Janet
JANET MARSHALL



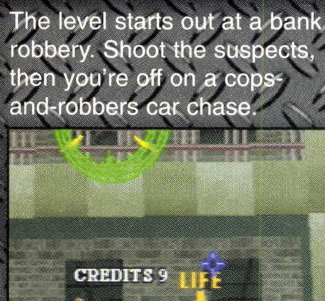
Overall, there's not much strategy in Virtua Cop 2. Shoot everyone, and everything. Aim for inconspicuous items like computer terminals and signs to find weapons. Also, to get more points, aim for the gun hand of the suspects for a Justice Shot or hit the three times for more points as well.

FILE 1.

BIG CHASE!



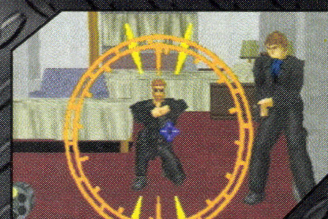
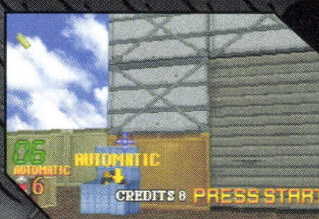
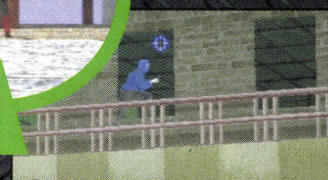
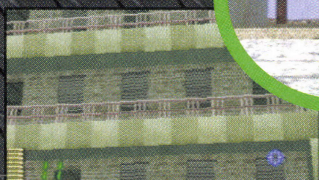
You'll stop at a warehouse, where you can pick up life.



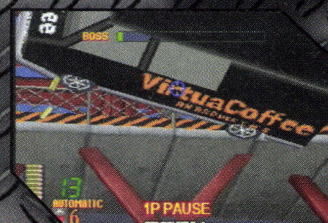
Back in the car, shoot the suspects in the trucks.

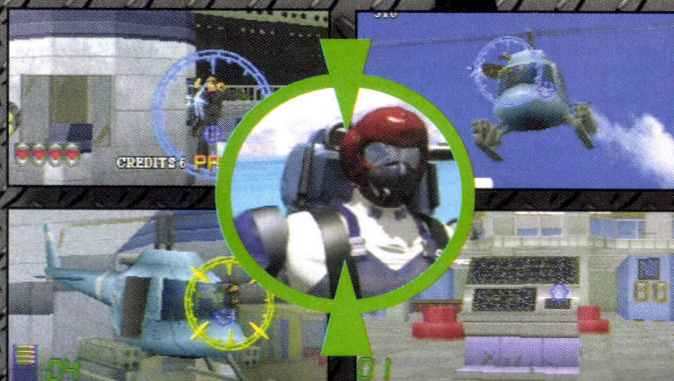


If you shoot the last car you see before the dump truck, it will take the truck out of your way.



Your chase ends at a warehouse. Shoot the dumpster to get an automatic, then shoot the Boss.





FILE 2. SAVE THE MAYOR



This fight starts at a pier. Take out the suspects in the helicopter and on the ground, then go inside the pier.



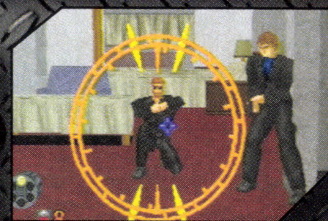
Shoot the far-right monitor; there's a magnum there.



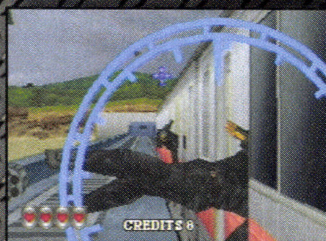
Watch out for innocents hiding behind the bar.



Once again, you get to choose a direction. This time, the bridge is a much easier direction.



After going through the cabins, it's time for the Bosses. They fire missiles not unlike the first Boss, so shoot them.



They barely stick their heads out on the train, so aim high!

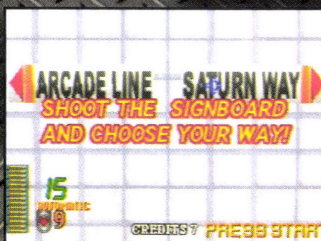
The hardest of the three missions, you start in a subway depot. You are able to shoot the overhead signs here.



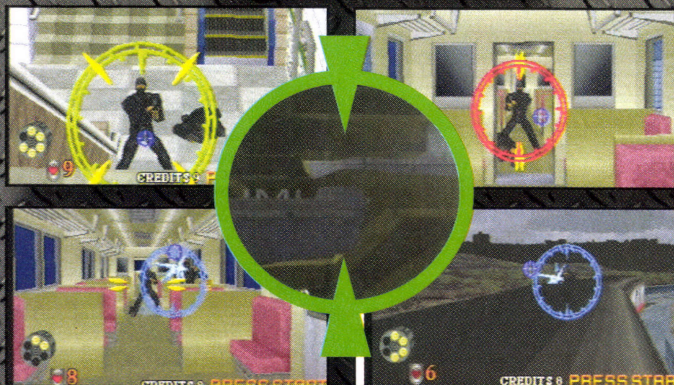
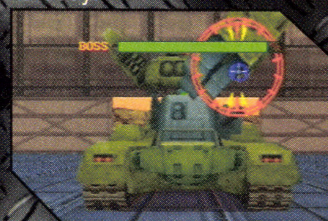
Shoot the trunk of the right-hand car to get an automatic. Then it's on to Boss 3. Shoot the arms, then the body.



Now back in another depot, you can choose where to go.



Saturn Way is an easier path. You will find less resistance and more hidden weapons.



FILE 3. RAILLINE SHOOTOUT





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Virtual On



system
publisher

Saturn
Sega

strategy talk

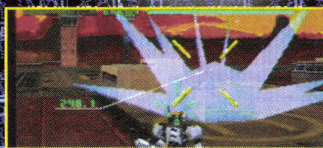
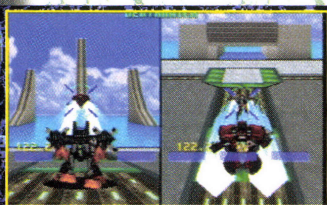
This game just amazes me. I shouldn't enjoy it so much since it's just so darn simple: Run around a small battlefield, and blow up the other guy. There's not even any "special moves" so to speak, just simple button presses. It's just so much fun! I like the game in the arcades a lot, and if I had the twin stick from Japan, I'd like the home version just as much. On the joypad, it's a little hard to turn in time, but the feeling of the arcade is all here. The graphics are on as well, looking just about identical to the arcade. Thumbs up!

—Mark "Capt. Kirk" Hain



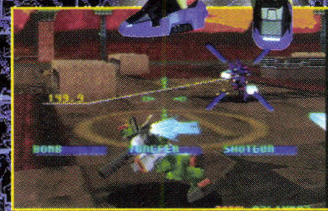
TWO-PLAYER

The best part of this game is the Two-player Mode. You can choose either a Horizontal or Vertical Mode.



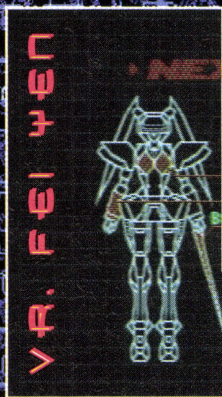
GAME TIPS

VO has quite a bit of strategy. Some weapons can go through obstacles; some characters are more maneuverable than others. Watch the intro. If you can sit through the SEVERAL separate loading parts, they give you some good tips, as well as when you're continuing. For example: Use a Bomb Blast to destroy incoming projectiles.



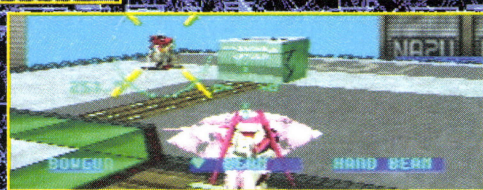
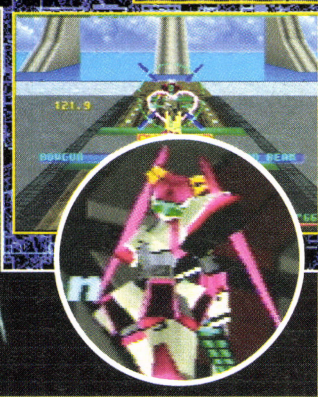
THE ART OF EVASION

Want to win in Virtual On? Learn to dash. Hitting B and moving left to right (at the right time) will allow you to dodge ANY projectile. Jumping is good to try to get a drop on someone behind an obstacle, but you can still get hit by missiles.



ACY

HAND BEAM
CROSSBOW BEAM
HEART BEAM

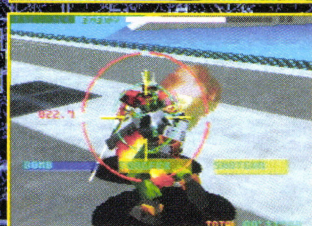
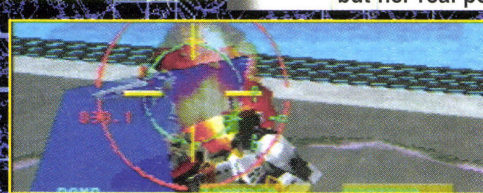


Fei Yen is the fastest VR in the game, probably since she's female. She is definitely more agile than the others, but has an incredibly weak weapon system. When life is down to half, she switches to "Hyper Mode" which makes all her attacks do double damage.

Her Heart Beam can be somewhat damaging, but her real power is agility.



Apharmd takes a lot of skill to master. He is designed for close combat, and the Tongfer is arguably the best close-range weapon in the game. However, the shotgun is pretty useless.

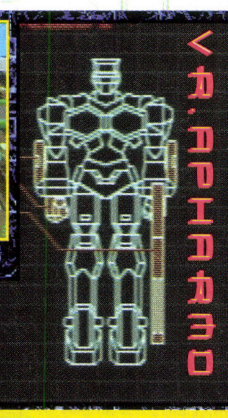


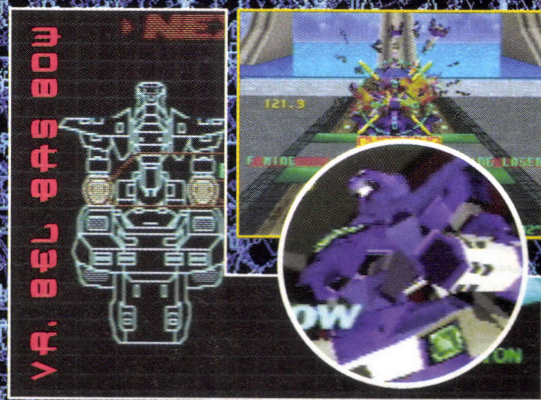
His bomb and Tongfer are pretty good weapons, but the shotgun is weak.



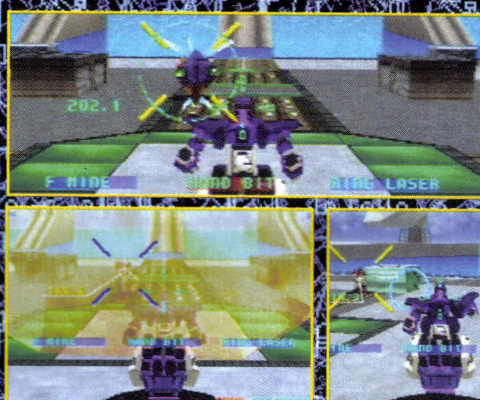
ACY

SHOTGUN
BOMB
TONGFER

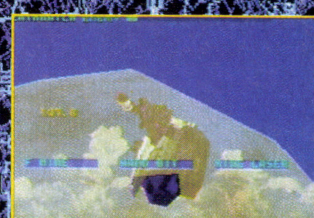




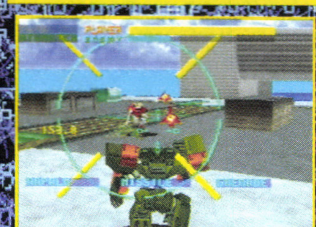
ACY **RING LASER
FLOATING MINE
HAND BIT**



ACY **RING LASER
FLOATING MINE
HAND BIT**



This VR isn't impressive. He doesn't have legs, and is slow as hell. His weapons do very little damage, but they are somewhat hard to dodge, especially the Floating Mines. The Ring Laser can hit quite a few times as well.



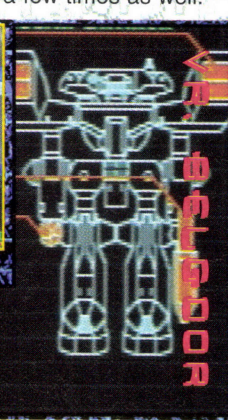
This VR could be a more maneuverable version of the Raiden. He has less armor, which makes him way more agile, but he has weapons for long-range attack. Homing missiles and grenades have long range.



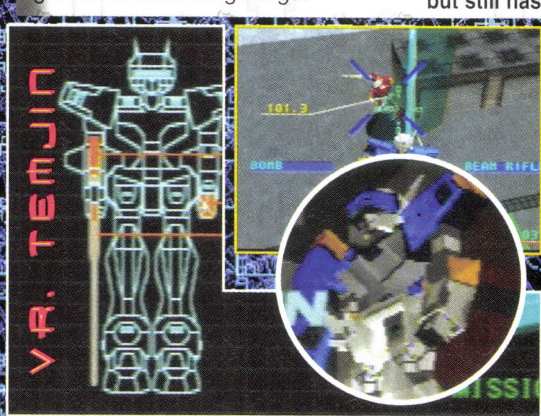
A takeoff of Raiden, he's more maneuverable but still has long-range weapons.



ACY **RING LASER
FLOATING MINE
HAND BIT**



ACY **RING LASER
FLOATING MINE
HAND BIT**



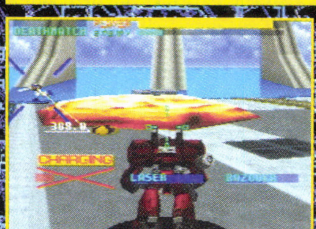
ACY **RING LASER
FLOATING MINE
HAND BIT**



ACY **RING LASER
FLOATING MINE
HAND BIT**



ACY **RING LASER
FLOATING MINE
HAND BIT**



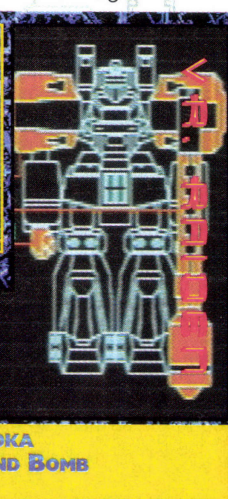
One of the best, Raiden is definitely the most powerful. His laser is the most powerful weapon in the game. He's made for long-range combat. Unfortunately, he's slow as a snail.



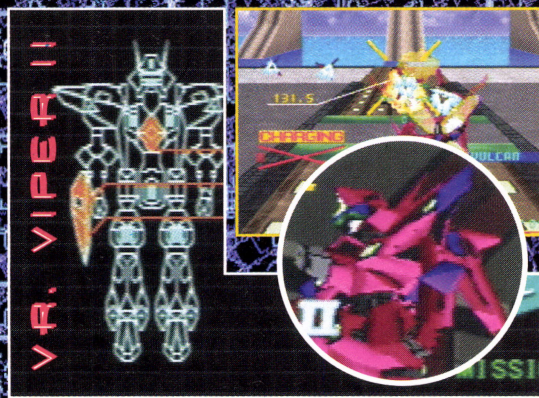
Raiden rules. He's slow, but that laser can take 90 percent of your enemy's energy.



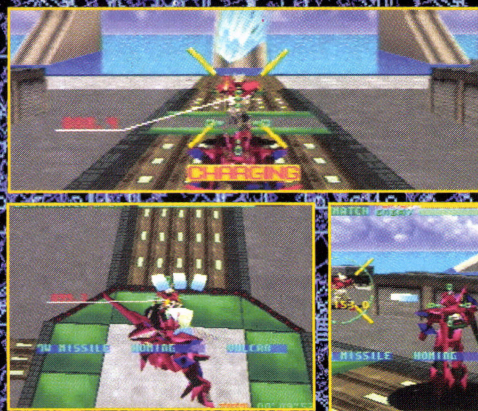
ACY **RING LASER
FLOATING MINE
HAND BIT**



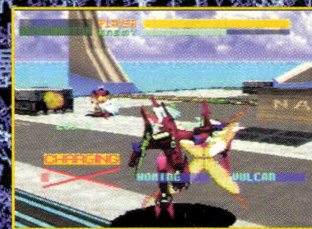
ACY **RING LASER
FLOATING MINE
HAND BIT**



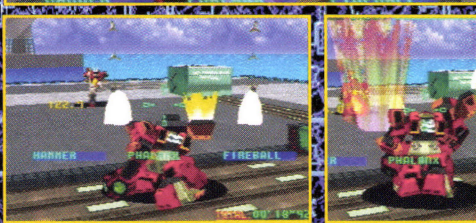
VR. VIPER II
MACHINE GUN
SEVEN-WAY MISSILE
HOMING BEAM



Being very lightweight, Viper is quite agile, and has an impressive weapons array.



Viper II is somewhat based on the Temjin, but doesn't have the armor. Therefore, he has excellent jump capabilities, as well as agility. His weapons are impressive as well, the Homing Beam is strong.

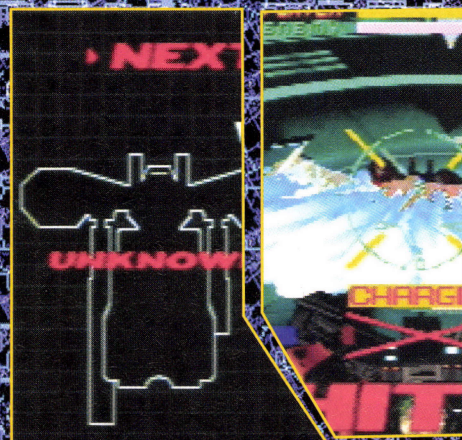
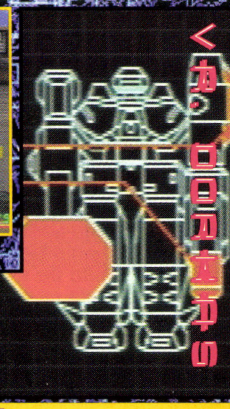


Despite having the dumbest name, he is based on the Raiden VR which makes him powerful. His Phalanx can pass through obstacles, and the Hammer Homes in on enemies with ease. A mid-range VR.

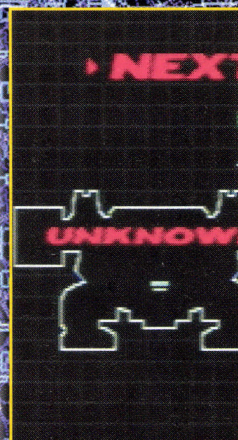
A mid-range VR, his Phalanx is powerful and can go through obstacles.



AC
Y
FIRE BALL
HAMMER
PHALANX



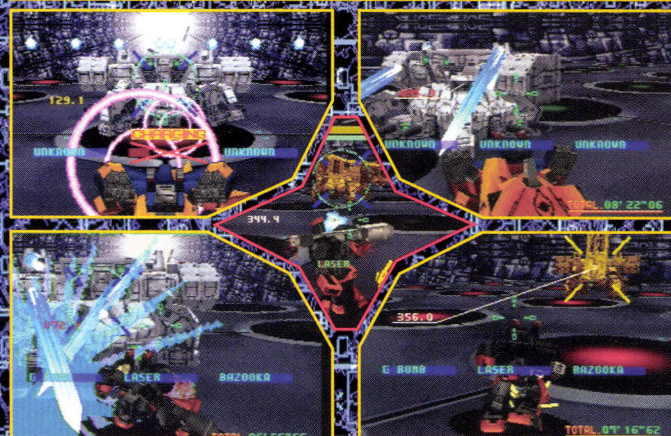
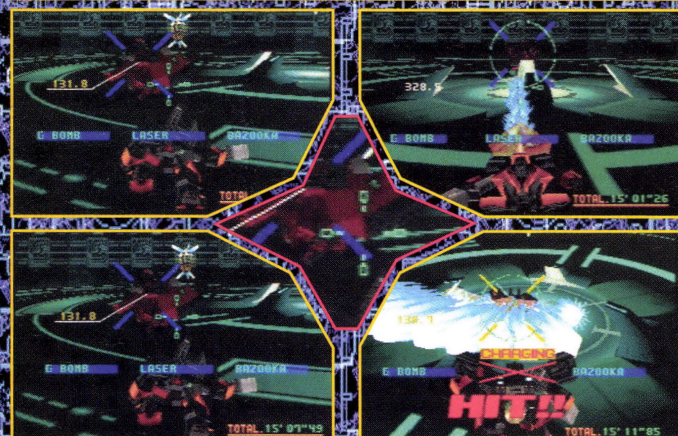
This guy's trouble. In many ways, he's more powerful than Z-Gradt. He has a Bazooka, four-way missile, and eight-way laser. He is close to Raiden, but is even more well armored. He is also faster, all of which makes him extremely deadly.



Z-Gradt has five weapons: Ring Laser, Chain Laser, Floating Mines, Phalanx and it transforms into a Super Laser. When he first jumps in, you won't do much damage. Dodge in a circle around him until he transforms, hit 'em with everything you've got, then dash around him again.

JAGUARANDI

Z-GRADT



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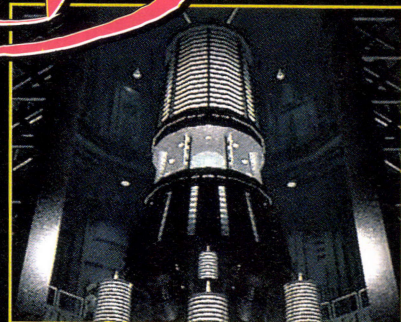
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to the top...check it
out!" ---EGM

BUBSY 3D



Sonic 3D Blast



system
publisher **Saturn
Sega**

strategy talk

Finally, the blue-haired rodent returns to the realm of video games. Sonic's latest venture is set in a pseudo 3-D perspective. The gameplay is reminiscent of *Loaded*, in the way that you must find five creatures before exiting the level. If you remember the fast-paced action of the original game and are expecting more of the same, you will be disappointed. Sonic 3D Blast's pace is slow, but it allows for quite a bit of exploration. Each level takes over an hour to beat, so players will definitely get their money's worth.

While I personally wish that it was a 2-D game along the lines of the original, this title features all-new elements. Sonic can spin if he hits bizarre twisting devices. With this new attack, Sonic can kill enemies and wreck pillars. The downfall is that he bounces like a pinball.

Sonic's latest adventures introduce a new power to the spiny one. He now has an attack called the Sonic Blast that can be activated once he obtains a gold shield. Unlike earlier games where he simply charged his roll and let loose, this new one homes in on baddies.

Not exactly up my alley, but Sonic 3D Blast is pretty cool to play.

—Andrew "Odo" Baran



The Help Screen explains all of the items in the game.



Sonic 3D Blast is a tough game with six worlds each has three acts. Every single world contains its own unique hazards. The third acts feature Dr. Robotnik in his latest world-ruining machine. The gameplay is more of a treasure hunt with Sonic trying to free his friends from their robotic confines. Venture through the game with skill and you can gain Chaos Gems!

SONIC 3D BLAST



You need your friends to collect the continues.



Spin into the worm as he first enters the hole.

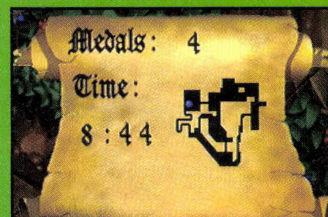


Smash into the wall for a secret area with power-ups.

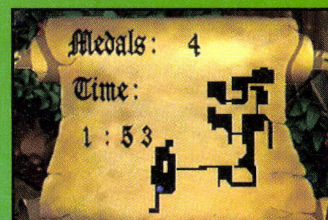
Green Grove is a simple level. Move slowly and collect as many rings as you can. Once you pick up your first 100 rings, find Tails and enter the Bonus Round. When you exit it, you will find that all of the rings will have returned. Pick up the rest and you can net another two lives. This is a good way to start with more lives.

It's easy to pick up continues in these levels, but you'll need your animal friends to reach them.

Practice with the controls, because the game only gets tougher from here on.



ACT 1 MAP



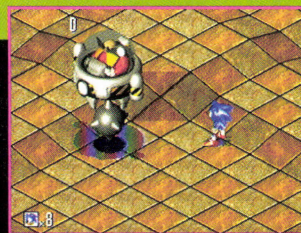
ACT 2 MAP



If you give Tails or Knuckles 50 rings, they will transport you into the bonus rounds. Remember, they'll take *all* your rings.

DR. ROBOTNIK

Dr. Robotnik will drop a giant ball of spikes. Dodge it, and wait for the mad doctor to pick it up. When he does, jump and hit him. Do this five times.



RUSTY RUINS



Spin into the starting area for a free extra life.



The spinners will twirl Sonic so he can break the pillars.

Rusty Ruins is the most puzzle-intensive level in the game. You must find the Twirlers and spin through pillars to reach certain sections of the level. Search in the niches hidden behind the walls for a shield or extra life.

When you come across platforms to jump across, make sure you aren't underneath them when they fall. You will die instantly by the weight.

Quick Tip: If you get hit and lose a Flicky bird, you can pause the game and see where the critter is on the map.



ACT 1 MAP



ACT 2 MAP

DR. ROBOTNIK

Dodge the bullets and fists and land on its left hand. When it pulls its hand back near its head, jump onto Robotnik. Do this five times and you'll win.



SPRING STADIUM



Hop on the plunger to spring up to another area.

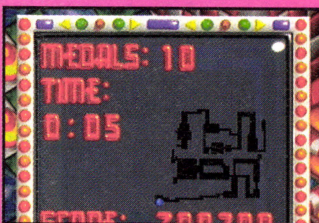


Bounce on the balloons in order to cross the spikes.

Spring Stadium is a fun-filled jaunt through Dr. Robotnik's pleasure zone. However, Sonic won't have much to enjoy as hazardous spikes and disorienting plunger springs will force you to constantly watch your footing.

There are sections of spikes that are pressure-sensitive. The longer you stand on them, the higher they get. If you stay in motion you won't get hurt.

Look for little holes in the ground. They will launch spears out of the ground. They'll surprise you.



ACT 1 MAP



ACT 2 MAP

DR. ROBOTNIK

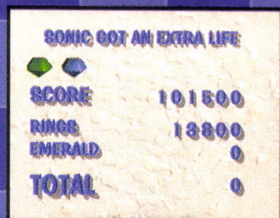
Robotnik's latest mech dangles giant arms to snare our favorite hedgehog. As he waves, move behind him and peg him with a jump.



CHAOS GEMS



Collect the coins but avoid the spikes.



Whenever you give Tails or Knuckles 50 rings or more, you will be transported to a bonus zone. The rewards for completion are the fabled Chaos Gems. If you obtain all of them, you will receive a special ending for your efforts.

Sonic fans will recognize the Saturn bonus game from the second hedgehog adventure. This time around, there are a few new tricks to master. There are speed boosters which propel you, and ring barriers which give you a random number of rings.

Look for Plungers to hop on. Often these will reward you with a ring-filled shortcut to the exit. Good luck, you'll need it.



You might get an extra life if you have a gem.



The Chaos Gems are your ultimate prize to collect.

7 FREE LIVES



Go through the level and collect over 200 rings.



You can start the game off right by collecting seven easy-to-get extra lives. In Act 1, play until you have 200 rings. Then look for Tails in the bottom left-hand section, near the start. Play the bonus round and collect the Chaos Gem. Once outside, you'll notice that the rings have returned. Collect another 200 rings and look for Knuckles. He too, is near the beginning. Play the bonus round and collect the 1-Up success will grant you. Once outside, pick up another 200 rings and exit the level with seven more lives than usual.

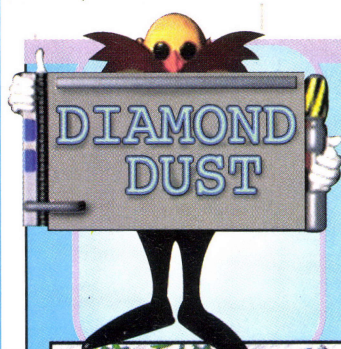
To make things easier, try picking up shields to prevent cheap shots.



Visit Tails, win and collect 200 more rings.



Exit the level with a large number of extra lives.



The cannons of this level will turn Sonic into ice.



Jump rapidly to climb up this moving glacier.

The Diamond Dust Zone is short but intense. Exploding snowmen will fill the levels. Jump close, and leap back to make them kill themselves. The path will then be clear.

Another deadly threat comes in the form of the freeze cannons. They'll turn you into a cube of ice. While this does no damage, the odds are that you will slide into some nearby spikes. Try to shake free by rotating the controller.

This level is ice, so expect to be sliding. Just a word of caution.



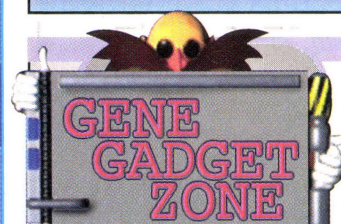
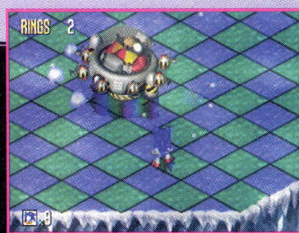
ACT 1 MAP



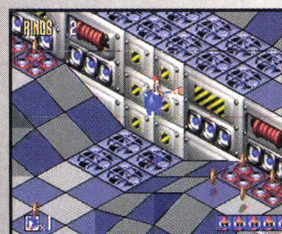
ACT 2 MAP

DR. ROBOTNIK

This version of Robotnik will spin around. Occasionally he'll launch an exploding snowman. Wait for him to stop moving, then bounce attack.



Large tubes and tunnels await our heroic hog.



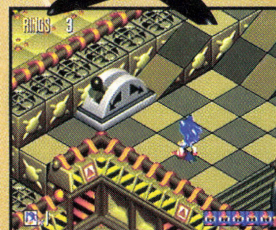
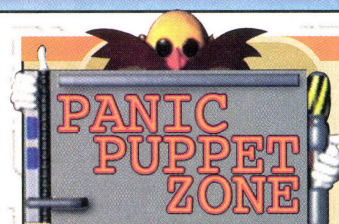
Use the blowers to toss you to the higher levels.

MORE AHEAD!

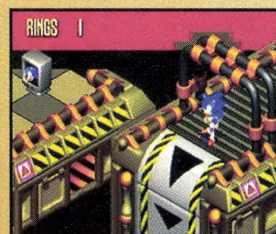
The next three levels get steadily tougher. The Volcano Valley, Gene Gadget and Panic Puppet Zones will offer more unique challenges. Cool new techniques involve mastering free-flight and shooting through tubes.

The evil Dr. Robotnik's final contraption is in sight. With a little skill and patience, you will be able to save all of the Flickies and stop the mad doctor before it's too late.

If you keep your head, you will be able to make it through. Don't really worry about going after the coins. There are more than enough to open the bonus rounds.



Turn off the conveyor belts with the switches.



There are plenty of leaps of faith to brave.

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THINGS YOU SHOULD KNOW



Sonic 3D Blast is a big game, and there are only a few general hints that carry through each level. The old Sonic motto of "When in doubt, jump!" always works. Most of the dangers in this game (pits, bullets, etc.) can be avoided by jumping away.



OUCH!

While Sonic may dodge hits, his little Flickies can get hurt as well. A stray fireball may wreak havoc.

If it looks like it can be broken, it probably can. Look for loose stones or discolored blocks. They hide items.

BREAK IT



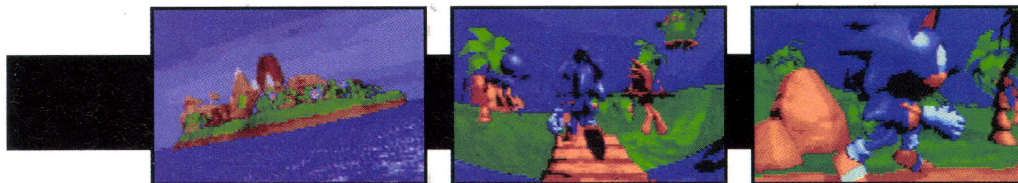
Mines and certain snowmen will explode if you get too close. Be prepared to jump back if they do blow up.

RANGE



MOVING

The gravity takes getting used to. Jump often to stop sliding or for help climbing up the many hills.



SONIC 3D BLAST GENESIS

If you haven't gone off and bought a Saturn just yet, the 16-Bit Genesis version is just as good in many ways. The most obvious difference is in the graphics, but most importantly the gameplay of the Genesis version is better.

Whereas the gravity effects of the Saturn affect Sonic strangely throughout the game, this one plays smoothly. Picking up objects and hitting enemies is a lot easier. The bonus game has been changed (see sidebar).



From these comparisons, you can see that the two versions are essentially the same game. They have the same power-ups and features. The Saturn version sports some cool background animation. One important item that is missing from the Genesis cartridge is the map of the level that comes up when the game is paused. On the Saturn, this shows you where you might have left the Flickie birds if you got hit. The Genesis version lacks this needed feature.

CHAOS GEMS



Collect rings, but don't fall off of the sides.



Whereas the Saturn version had a port of the early Sonic 2 bonus screen, the Genesis has an all-new test.

Sonic must navigate narrow corridors suspended over the ground. Not only does the speed increase, but spikes and other hazards litter what little track there is to move on.

One danger that will confuse players is the cliff. You must jump up these carefully. Knowing your position will save you from leaping onto spikes.

Another cool thing you can do is control your leaps in mid-air. Very often you can steer yourself out of danger while jumping.

Each level gets progressively longer, with you having to pick up certain numbers of rings in order to reach a Chaos Gem. Better memorize the levels, or you'll end up getting a sorry ending when all is said and done.



Collect the Chaos Gems from each bonus game.

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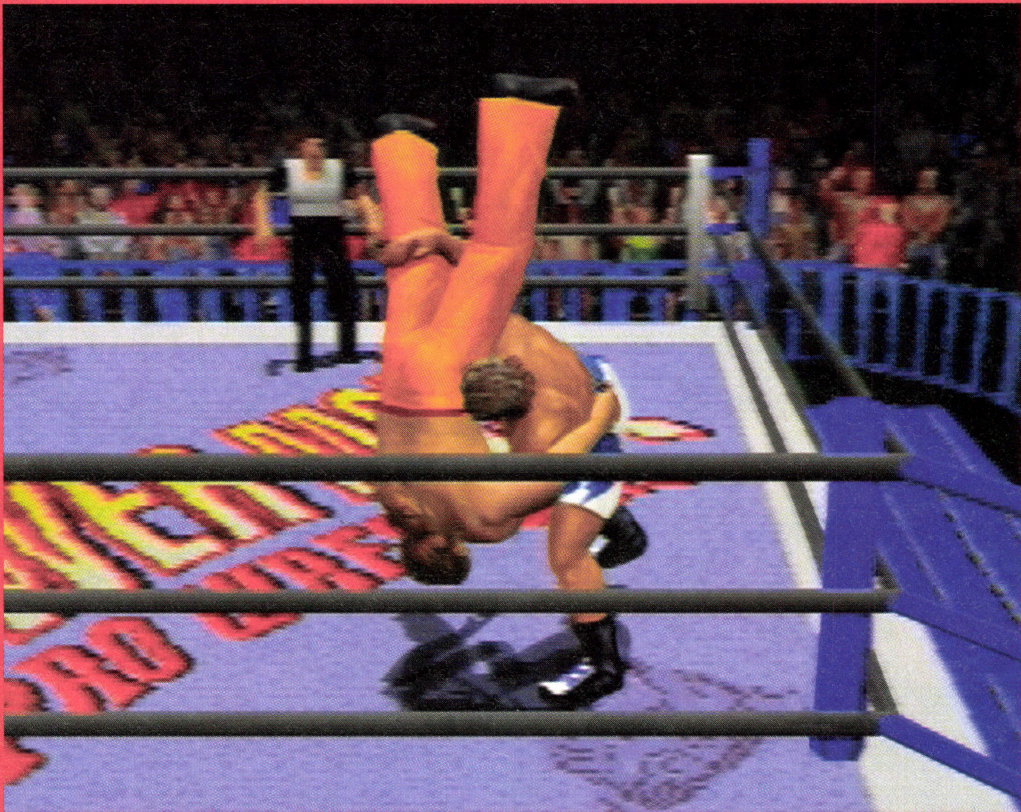
Multi Tap Adaptable
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THE DRAGON SUPLEX

PRO-WRESTLING MOVE NO. 31



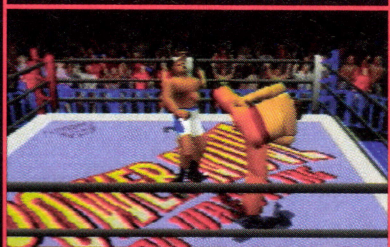
THE TURN-BUCKLE FACE PLANT

PRO-WRESTLING MOVE NO. 24



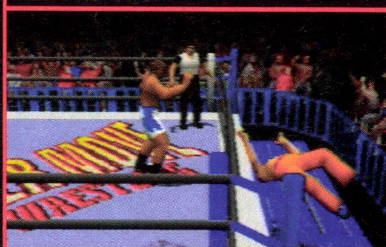
THE FLYING ELBOW DROP

PRO-WRESTLING MOVE NO. 49



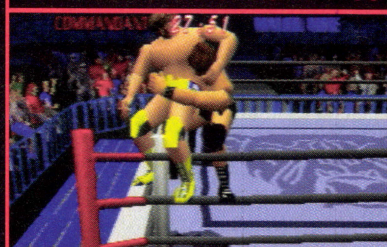
THE ROUNDHOUSE KICK

PRO-WRESTLING MOVE NO. 10



THE OUT-OF-RING BACKBREAKER

PRO-WRESTLING MOVE NO. 33



THE TURN-BUCKLE TAKE DOWN

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system publisher PlayStation Electronic Arts

strategy talk

Not being a very big fan of the other games in this series, I was completely thrown back by this one. If you're playing it, I think you are too. Lots of strategy is what makes this one awesome game. The difficulty is very hard, but it adds to the gameplay of the title in my opinion.

—John "Worf" Gurka

SOVIET STRIKE



Here you can configure what you want your chopper to carry. There are a variety of missiles, and you can choose to have chaff which will shake a missile off your tail.



Picking MIAs, locals or whoever else might need it may seem like a chore, but it isn't. Grab and hold on to them because you can get 150 armor points for every one of the people who you drop off at a landing zone.

This is the campaign map (press Start to bring it up). This will keep you informed of all your missions for each campaign, and it will also be where to go to receive all your transmissions.



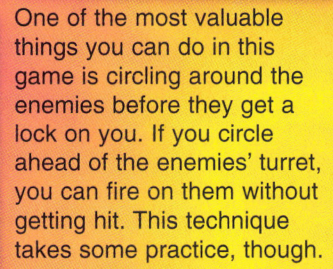
You can find your home base a little easier by looking at this screen shot. The circle you see here (right) is where you will begin and end each mission. Your campaign map will show you the location during some scenes but not all. Also, use maps provided in this guide.



Snafu is not a good thing to see. If it comes up, the mission has failed and you must return to base. If you refuel too many times during this, strike net will destroy you.



The cinemas in this game are almost crystal clear, and besides looking great, most of the story line is revealed through them. Don't just skip these, if you like the story.



One of the most valuable things you can do in this game is circling around the enemies before they get a lock on you. If you circle ahead of the enemies' turret, you can fire on them without getting hit. This technique takes some practice, though.

Legend for All Maps

Landing zone	Fuel
Hellfire Missiles	Ammunition
Armor	Wingtip supplies
Rescuable person	Home base
Extra Attempt	

Campaign #1 Crimea

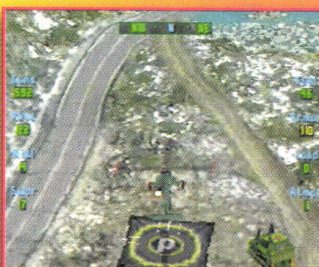


In the third mission, blow up the enemies before going after the buildings or else you'll be taken out. Try to get the enemy from behind.

In this camp, you must pick up Nick before he is killed, otherwise it's snafu for you. Don't demolish the buildings—you might accidentally kill him.



Your fourth mission is to get all the P.O.W.s out of the two camps. Destroy the buildings and pick up your fellow soldiers later for extra armor.



Drop Nick off at this spot and he'll cruise around the map, causing some havoc. He'll also inform you on a great many things.



Follow the missions in order here—there is no real reason to break the chain. Make sure you destroy the radar dishes rapidly, so you can get to Nick before he is killed. A good piece of advice: Blow everything that is friendly up. Most of the armor repairs and extra lives and so forth are hidden amongst the various structures. Always blow up bridges, because it makes getting away a lot harder for the enemies. This is especially true on the fifth mission.





Campaign #2 Black Sea

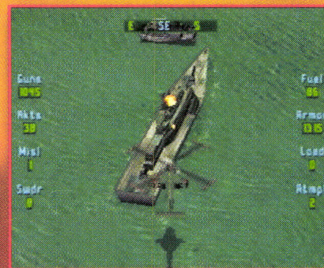
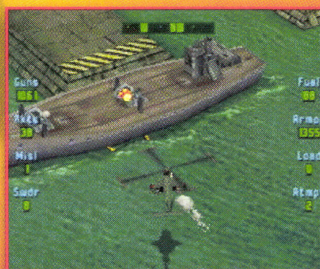


This P.O.W. camp is in the northwest corner of the map. Go there in the beginning and take out the enemies so you can rescue the prisoners.



These ships that are in the docks are part of Mission Two's parameters. Destroy them as well as the enemy headquarters which are close by.

The best way to destroy this carrier is to unleash everything you have. Try to take out the choppers while they aren't airborne.



These picket ships will need to be destroyed before the carrier. If not...well, there is no way I can come to your funeral because I'm too busy.



A little tougher than the first, this campaign does have a little interesting detour. Your first mission is to blow up two radar dishes. Blow up the first one and then go on to Mission Two to destroy the docked boats and enemy headquarters. Also, blow up all the guns and everything shooting at you on the docks. Then go blow up the other radar dish—some enemy troops will flock to allied headquarters. You will be able to destroy them much easier now.



A large, dark satellite dish antenna is shown against a dark background. The number '00000' is superimposed on the left side of the dish. The dish has some faint markings, including 'CSL' and '055'.



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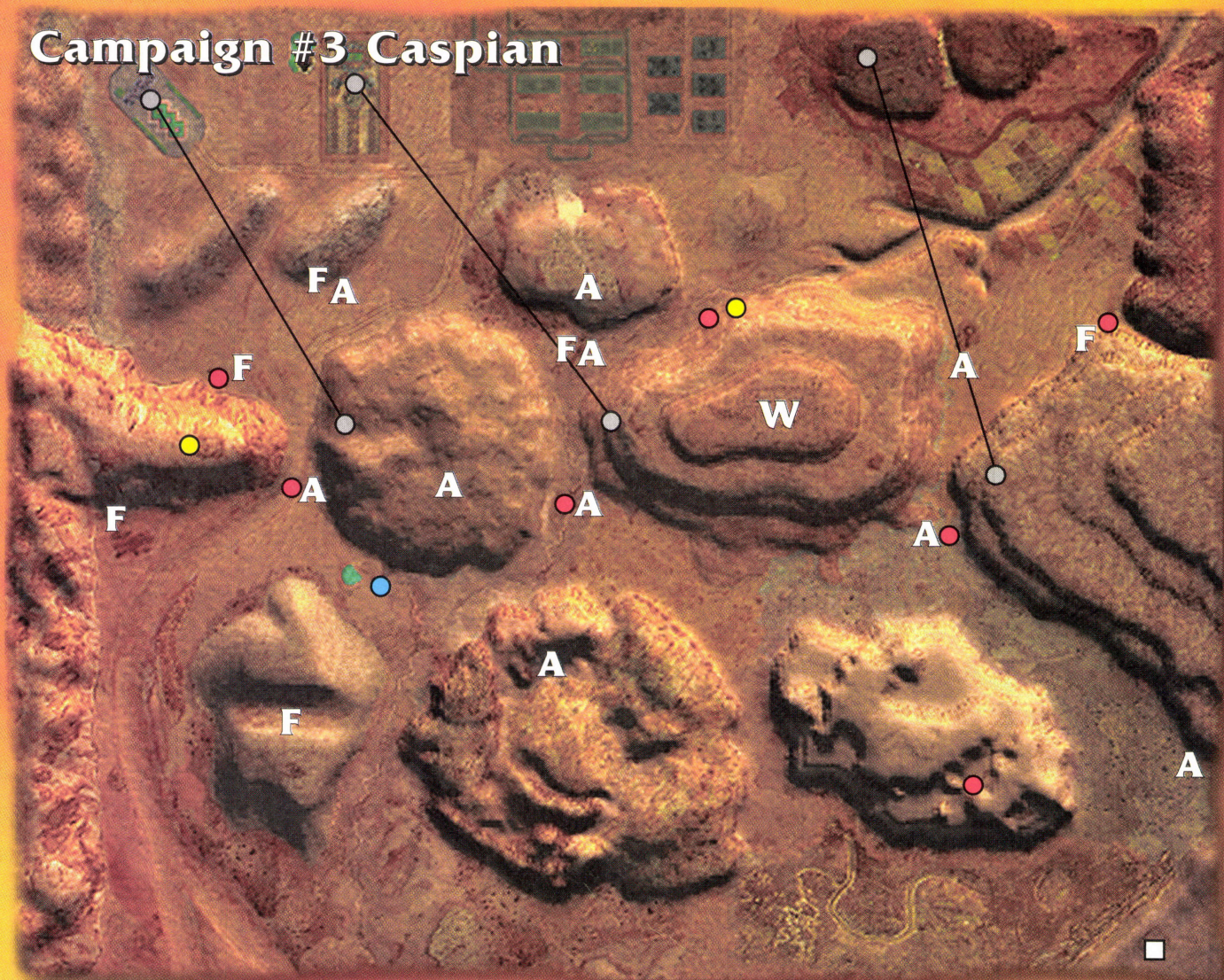
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CLIP AND MAIL

Campaign #3 Caspian



If you look closely around the three passes, you will see big boulders. Blast these and send them down at the enemy to stop them in their tracks.



Your first priority is to get the other armies' leaders up the lookout posts. They will summon their armies from there to do battle against Savak.



These are the grinfuls. Good luck with them, because each shot rips 100 points of armor away. Save these boys until the end of the campaign.

This is the artillery group, and they are extremely tough to take out. Wait until they start advancing, so you can get them from behind.



The most important thing you can do is to get the other leaders to the operation posts. The gray dots show where you should put each leader. If you put them too close to each other, they will fight between themselves and not the common enemy. These armies do help you, but they don't do too much damage to Savak's army. Just try to help them as best you can, and most importantly, don't let them break through the line—that will make it even tougher.



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Campaign #4 Dracula



First you must destroy this "sanitarium" and pick up all the scientists. You need to drop them off by the mines to complete that mission.



This nuclear power plant needs to be destroyed, but it must be done carefully, because if Vlad dies, it's snafu for you.



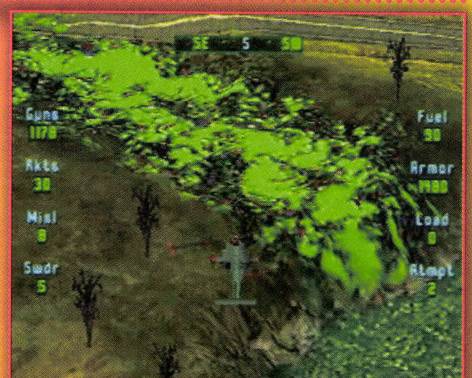
Watch out for this particular armor repair kit because five tanks will ambush you the second you try to grab it. Destroy the tanks first.



This is where you will drop the scientists off. After dropping them, guard them or the enemy will swing by to eradicate them for you.

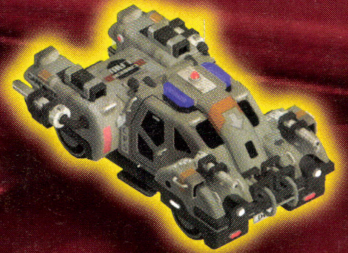


Oh what a mess! This map is filled with nuclear waste, and it is not the nummies. Just flying over it will cause damage to your chopper. You can tell if it's affecting you by the clicking sounds you hear. If you hear that sound, get off the green stuff. The best advice is to just steer clear of it altogether and not fly over it. The only time you should fly over it is if you are getting pummeled by enemy fire and the only course of retreat is across a puddle of this goo.



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SEGA SATURN

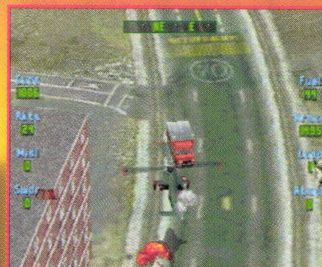
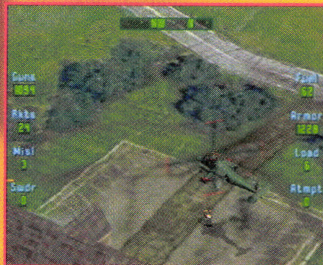


Campaign #5 Kremlin



Make sure you pick up all the cabinet members. Each one is vital to the survival of the entire campaign. Fortunately, a few are expendable.

You'll need to get Andrea from this spot. Extract her quickly or else she will die—so will you when your commander gets ahold of you.



You must destroy these trucks but it has to be done carefully. Blow the wrong one up the wrong way and you might as well crash yourself.



Some buildings just can't be destroyed. If you fire a few hellfires and it isn't gone, chances are it will not fall for any amount of missiles.



Moscow: It's the scene of the final campaign. The difficulty factor of this one is in the stratosphere. If you thought any of the other ones where hard, they pale in comparison. A coup has broken out and you're just about the only one who can keep Russia from going into a civil war. Blow up every enemy you see, for somewhere down the line, they will haunt you. Make sure you uncover all the hidden ammunition and fuel because you're going to need it.





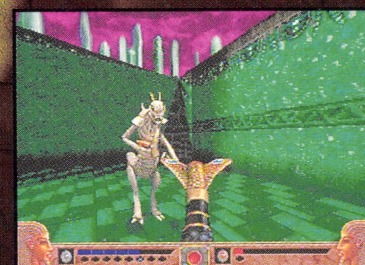
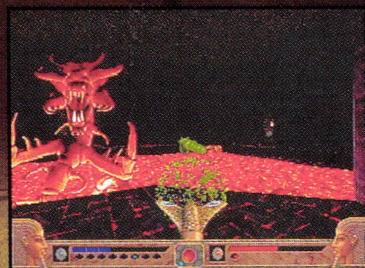
This space available for immediate occupancy.

The darkness of ancient Egypt and evil alien forces, possessing horrifying powers, have taken possession of the ancient city of Karnak. And these landlords are exacting extremely high rents. Like an arm and a leg...or worse.

Airdropped into first person landscapes, you must swim, crawl and otherwise run like hell through **20-plus levels** of gameplay. **Real time, fully 3-D rendered environments** allow you complete 360° freedom of gameplay. With just a machete to begin with, search for **7 other**

weapons like hand grenades, a flame thrower, an M60 machine gun and a magical cobra staff. **Dynamic lighting** allows for stunning visual effects. Cross bridges, crawl through tunnels and swim through underwater grottos. Your only salvation is the guiding Spirit of the Great Pharaoh Ramses. He's the only one in this god-forsaken neighborhood who wants to help you get a forwarding address.

So welcome to the nightmare of Ramses' tomb. And enjoy your stay. It may last forever.



POWER SLAVE

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Costa Mesa, CA 92626
(714) 428-2100

Perfect Weapon



system PlayStation
publisher ASC

strategy talk

The only way to really describe Perfect Weapon is as an adventure/fighting game. The fight mechanics are very similar to the controls for Tekken. This should make picking up the fight controls pretty simple for most people.

The graphics are incredible. Although some of the camera angles can become very unworkable, there is no load time between screens in an entire level. The exception to this rule is for cinematics though, which look really nice.

This targets the hard-core gaming audience. If you think that you're all that, then step up to the challenge of Perfect Weapon.

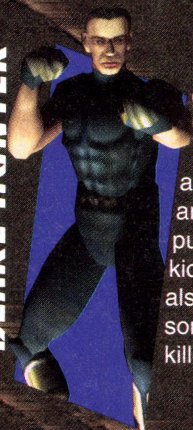
—Scott "Borg" Augustyn



Special thanks to the whole staff at ASC. You were a huge help. Extra special thanks to Jayson "Smooth" Berstein, Howard "Played VF3 yet?" Schwartz and Luciano "Cough, Cough" Manente.

PERFECT WEAPON

BLAKE HUNTER



He is the world's greatest martial artist. With a massive arsenal of punches and kicks, he also has some other killer moves.

GENERAL MOVES

Dash	=	Double Tap Up
Run	=	Triple Tap Up
Back Flip	=	Double Tap Down (Hold down to do a 180)
Sweep Kick	=	L1 + X or O
Scissor Kick	=	Hold L1, While letting go press X
Jump Kick	=	R1 + X
Knee Grapple	=	Triangle + O
Tackle	=	Dash + Square + X
Uppercut	=	Forward + Square
Throw Grapple	=	Square + X
Back Punch	=	Down + Triangle
Palm Strike	=	Hold L1 + Triangle + Square

COMBOS & FINISHING MOVES

Jab, Side Kick	=	Triangle, O
Low Kick Combo	=	Down+O, Down+O, Down+O
Hook Kick Combo	=	Up+O, Up+O, Down+O
Jab, Straight, Spin Kick	=	Triangle, Square, X
Back Kick Combo 1	=	Down+X, X
Back Kick Combo 2	=	Down+X, Down+X
Back Fist Combo	=	Triangle, Square, Square
Side Kick Combo	=	O, O, O
Roundhouse Combo	=	X, O

Remember that some of these moves can't be done till later in the game.

Head Punch	=	Square (From a tackle)
Head-butt	=	Square+Triangle (From tackle, after a punch)
Backbreaker	=	Square+Triangle+X+O (From tackle, after a punch)
Knee to Body	=	X (From knee grapple)

POWER-UPS



ARMOR

Blake takes half damage for a short time.



MAP BEACON

Reveals one quarter of the map to you.



POWER GLOVES

Punches do twice as much damage for a short time.



HEALTH

Recovers one quarter more health to Blake.

TRANSMITTER

This icon, once activated, will eliminate laser fences guarding certain places.



DETECTOR

The detector reveals secret icons for a short time.



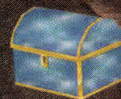
ESSENCE SPHERES

Collect these to go to the next level.



CHESTS

This icon acts as one of every icon you're currently carrying.



KEYS

The keys are scattered around each level. Sometimes secret doors will be opened by these keys.



THE PERFECT WEAPON FOR PC

According to sources at ASC, the greatest difference gamewise will be slightly better control on the PC version. Easier control means better execution of moves. It will also be quicker and run at a higher resolution. In a rough comparison though, it seems that the video in the PlayStation still holds up against the PC, but the PS loses the clipping war.





To stop you from being damaged by the cold, you must find the metabolic adjuster. Be sure to use it once you get it.



Map beacons are spread throughout the level. Each opens a quarter of the map.



ALOPEX

The only way to effectively attack these creatures is to attack with your low kicks.



ICEMEN

Do not let a group of these creatures surround you. Back flip and strike.



Be quick with the leg attacks to take out some icemen quickly. Use the back flip to escape.



Avoid taking this health unless necessary. If taken, you will have to fight an endless supply of alopec.



Be sure to collect these healths before facing the overseer of this level. You will need them.

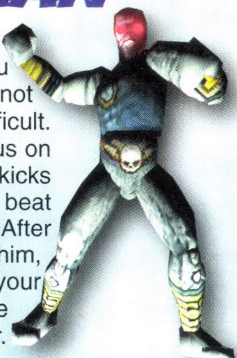


The green symbols in this level represent health. Collect the one on the left end to gather up four health kits. The different designs offer different amounts.

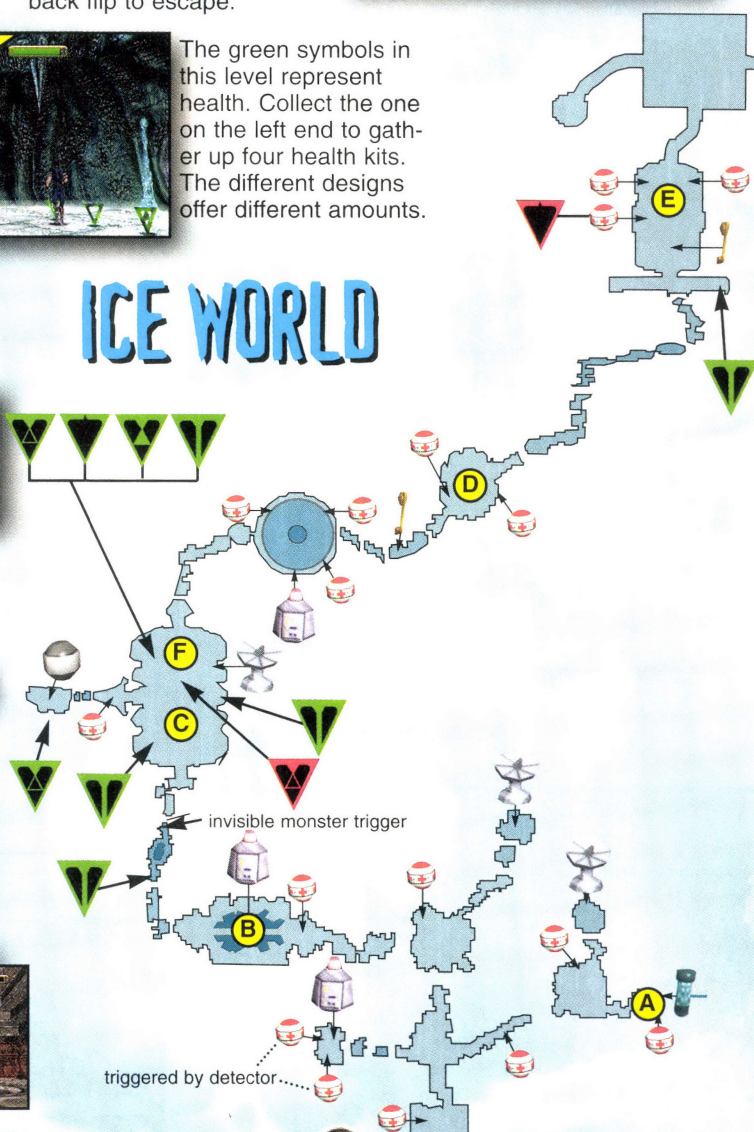


TORAN

The first Boss you will face is not too difficult. Try to focus on quick kicks combos to beat him back. After beating him, make your way to the teleporter.



ICE WORLD

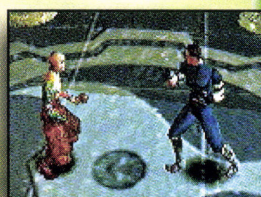


LOCAL PROBLEMS



SHUMEIS

These quick-moving cats are a constant annoyance. Take care of them first before attacking the others. Hit them with low attacks.



MONKS

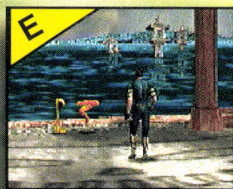
These fighters are more formidable than the icemen of the previous level. Quick leg combos and effective back attacks are the key.



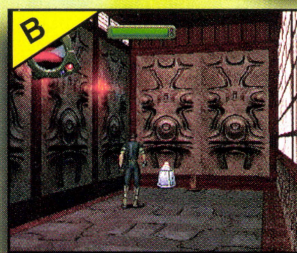
Be sure to take out the shumeis before attacking the monks.



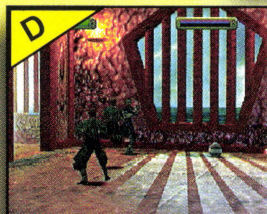
Save this treasure box for Shiro also.



Keys are very important in this level. You need four in order to get to Shiro.



The power glove will definitely come in handy when the odds start mounting.



Collect this armor bonus after you take care of the monks. Save it for Shiro.



When you are walking around the sides, you will trigger multiple enemies and collect a key.

SHIRO



Shiro is the undisputed master of the garden world. He is a master of Shaolin Kung Fu. Speed and distance attacks are his specialty. Try to stay near him and attack constantly. If any distance opens up, be quick and charge in with all the guns!



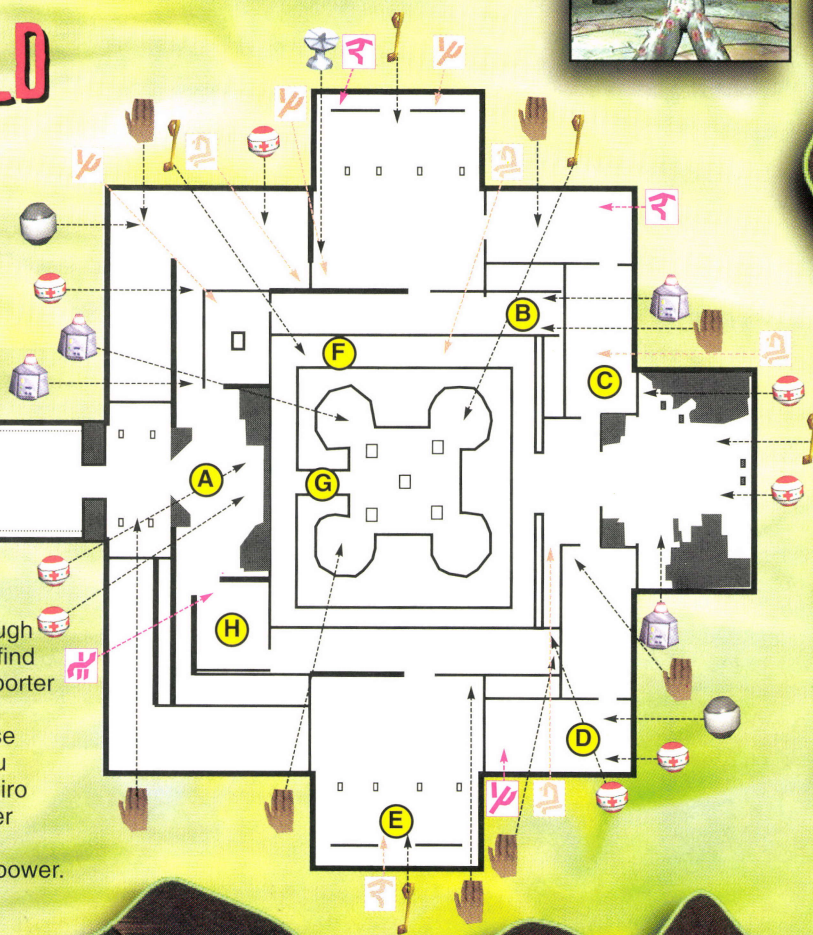
GARDEN WORLD



After collecting four keys, the bridge will rise and you can fight the Boss, Shiro.



Even though you may find the transporter early, you cannot use it until you defeat Shiro and gather enough essence power.

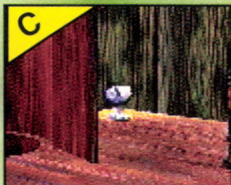




The vaccine is critical to survival in this level. Get to it as quickly as possible.



You will find transmitters placed at spots all over this level. To activate a transmitter, you must drop it in front of the tree.



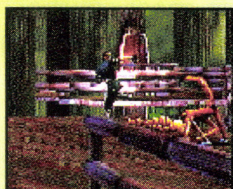
Detectors are of course an important part. Clear the path to the highlighted area.



Watch out for the groups of panthers that crop up everywhere. Just don't overdue it with fighting.



Learn to walk up these stairs quickly. You will have to move with speed to pick up the detector's treasure.



LOCAL PROBLEMS



ALOUTTA

These monkey-like creatures will drop out of nowhere and attack. They can poison you with venom. You must find the vaccine to cure it.

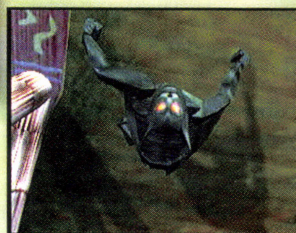


PANTHERA

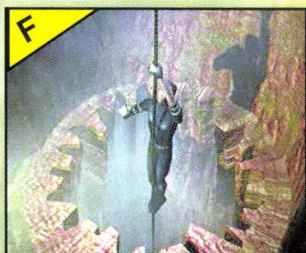
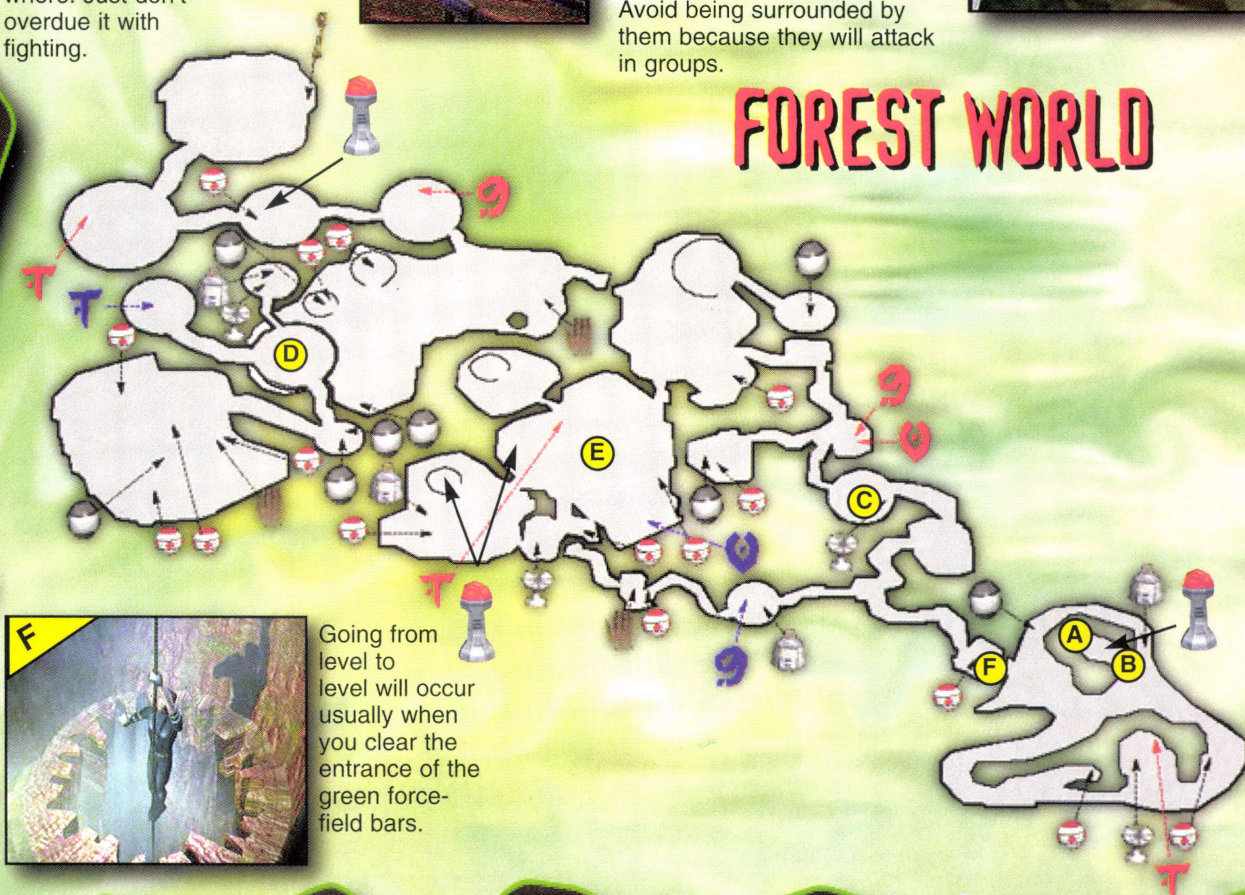
These baddies are fast and fearsome. Use quick kicks to take care of them. Avoid being surrounded by them because they will attack in groups.



This Boss is very similar to the panthera. He is quicker and has some more fearsome attacks. You can apply the same techniques that you used against the panthera though, to defeat him.



FOREST WORLD



Going from level to level will occur usually when you clear the entrance of the green force-field bars.

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PER BOWL

IT'S UN-BOWL-IEVABLE!

CREATE YOUR OWN SUPER TEAM

Tecmo Super Bowl allows the user to trade any player, to any team, at any time. With this feature you have the ability to create your own Super Team. Just be careful when you're playing a friend. You had better make sure he didn't set you up. The only advice we can give is check your opponent's roster.

LIVE COMMENTARY

Tecmo Super Bowl's announcer gives true play by play commentary, not just an occasional phrase or two. If perhaps you think he's an idiot, you always have the option of turning him off.

TOURNAMENT MODE

Over the years Tecmo Super Bowl players have let us know about the friendly competitions which sometimes take place. This new version has



a built in tournament mode for a total of 8 players playing one on one till one of the players wins the tournament. Chips and drinks are sadly not included.

DIFFICULTY LEVELS

Knowing that some people haven't been playing Tecmo Super Bowl for years we've included 3 difficulty settings. Easy, Normal and Hard. Our football game gives you the ability to grow with the game. Internally we call this a screen save 'cause you don't have to throw a rock through the TV screen when you get frustrated with the game.

INSTANT REPLAY

If you want to analyze the last several seconds of play, simply pause the game and start the instant replay. In addition you can go frame by frame to fully analyze all of the action. Then again, you may not want to see

the interception again, and again, and again, and again.

NEW RECORDS & STATS

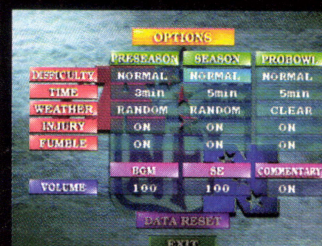
Tecmo's stats engine has always been unsurpassed. This year we've added the ability to keep the stats from any player in any position even if it's only for 1 play during the entire season. Here's your one and only chance to re-write the record book.

NEW PLAYBOOK

From the game play menu, you now have access to the entire playbook for the immediate play. ...for more plays than you can possibly want, use, call, send-in, modify, change, and/or run as the case may be.

VARIABLE WEATHER CONDITIONS

Ordinary football games sometimes have weather conditions. So far as we know, Tecmo Super Bowl is the only



game to actually change the weather during the game. So one minute it could be raining, and then it could start snowing, or then again stop or actually it's too variable to give you all of the possible scenarios.

MORE, MORE AND MORE

We've tried to highlight some of the most important new features of Tecmo Super Bowl for the Sony PlayStation. Obviously there are more features than we can possibly list. Tecmo Super Bowl is one of the most realistic and sophisticated football simulators ever created. Aside from all of the technical improvements, think about the following:

- 1 TECMO® SUPER BOWL™
- 1 SONY™ PLAYSTATION™
- 1 TELEVISION
- + 2 OR MORE PLAYERS
- = GREAT FOOTBALL FUN



If you like REAL FOOTBALL WITH REAL PLAYERS you'll LOVE TECMO® SUPER BOWL™

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Tecmo's Deception answers (There are no correct answers... Welcome to Tecmo's Deception)



PLAYERS INC.

LOCAL PROBLEMS



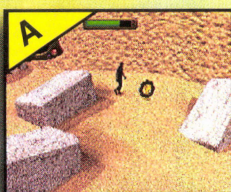
MOSASAUR

These quick little monsters are the ground-bound pain for the level. Low attacks are necessary to kill them. Later in the level you will also face a larger version.



GOTA

These baddies are a pain. They come at quickly with low leg and high punch attacks. When attacking them, be sure to hit then run. Do that and you will live.



Be sure to also collect the amulet when you collect the sun goggles. It opens a shortcut later.



The key to not getting attacked a lot of times is to not step on any hexes.



Collect the jump shoes to make crossing the jump room possible.



After each successful jump, save your game. Back away from the edge to make a good jump.

SACRA JA



This guy is a tough puncher. He can be taken out with rapid attacks, though. Attack quickly with kicks and punches.



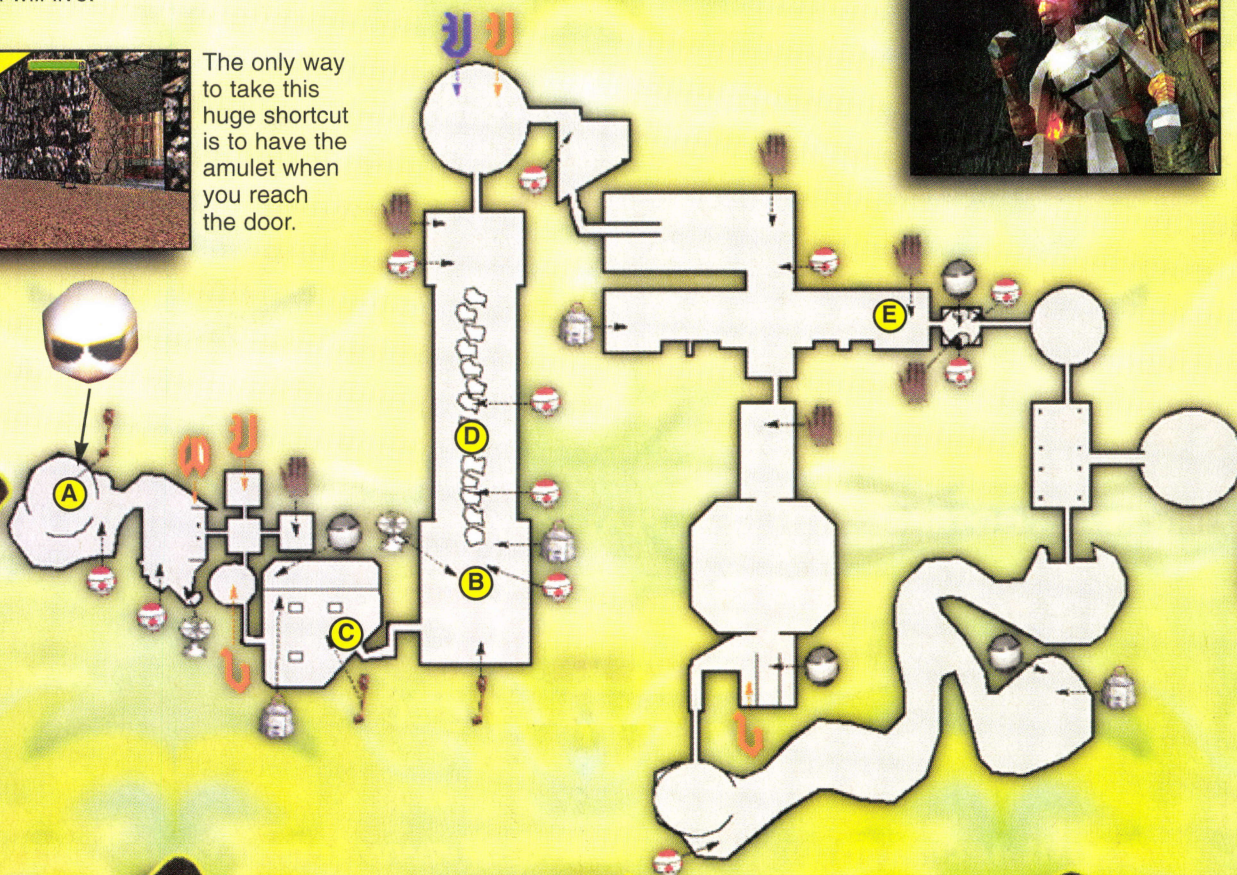
Watch out for his energy. He has two bars!

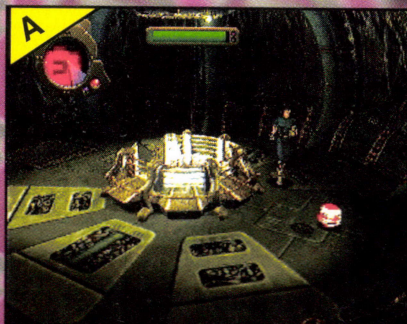


DESERT WORLD

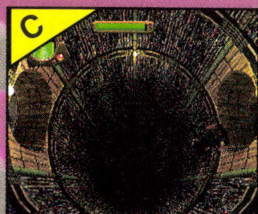


The only way to take this huge shortcut is to have the amulet when you reach the door.

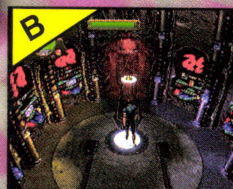




You will have to do a lot of transporter jumping in this level. Don't be afraid to run into a transporter to avoid fighting a group of enemies.



To avoid dying in this leap of faith, walk around the edge of the hole.

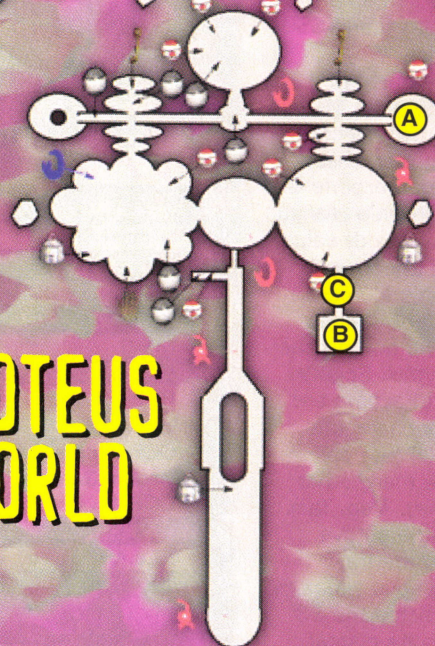
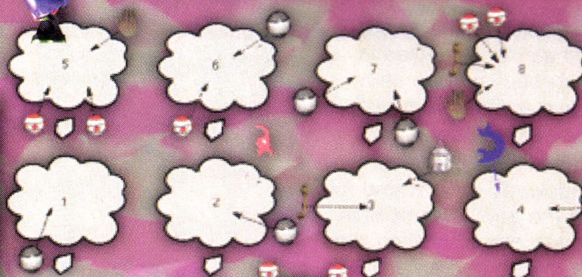


If you get the right combination in this room, you will release Morgon's power gem and weaken him.

MORGON



Morgon is a tough opponent. He uses quick flip and leg attacks. He also has three energy bars. Constant leg hits will take him out.



BABAZAR

These little monkeys are a big problem. Quickly use low attacks to take them out. If left alone, they will do serious damage to you.

SPHENODON

These are some of the most fearsome warriors you will face. They attack quickly and in groups. Leg combos work well against them.

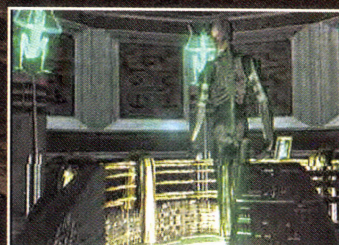
PROTEUS WORLD

LOCAL PROBLEMS



GENERAL HINTS AND STRATEGIES

1. Use the backflip! The backflip can get you out of a tight situation and also do some major damage to nearby enemies.
2. If there are enemies behind you, do the back combos! The back attacks are some of the most effective attacks in the game. These attacks do decent damage and keep bothersome enemies away from you.
3. Remember that if your detector runs out of time and you don't make it to the spot, simply go back to where you got the detector and it will be there again.
4. Important! Items do not carry over from level to level. If you have a bunch of power-ups available, don't be afraid to use them when you fight the Boss.
5. Be aware that there are areas in each level where the enemies will just keep on coming. This is good if you don't have enough spheres, but bad if you want to make it to the end with a lot of energy.
6. Weigh the odds when going for an item. Is one health power-up worth the challenge of three or four baddies?



Shodown IV



publisher **SNK**

strategy talk

While the Neo•Geo is slowly beginning to show its age against some of the newer consoles, games like Samurai Shodown IV still remind me that the guys over at SNK are way ahead of their time in terms of gameplay.

Sure, many found SS3 disappointing. Why? Frustration arose as a result of the older lifebars being so small. Fights were over in a matter of seconds between experienced players. Sure, it's realistic but a pretty cruddy value.

Samurai Shodown IV has fixed this element and others, as well as adding some new characters to the mix. Sogetsu and Kazuki Kazama are two brother characters who are NOT just palette swaps (like many other games have). Also, Tam Tam and others have returned to the fray.

Some serious tweaking has resurrected the SS series from its dismal pollution of SS3. SS4 sports suicides, taunts and even fatalities!

It's refreshing to see that in an age where 3-D fighters are supposedly all the rage, sprite-driven games like this are still top-notch bang for the buck.

If you manage to get your mits around this game, be sure to have fun playing around with all the different game paths and time limits which change the endings!

—Jason "Data" Streetz

Here is the **MOVES KEY**: f=forward, d=down, b=back, ABCD=buttons, S=A, B or C, QCB/QCT=Quarter circle Back/Toward, HCF/HCB=Half Circle Forward/Back, DP=Dragon Punch Motion (f,d,df), RDP=Reverse. Note: Moves in all caps are finishing moves. *Italics* moves—you must be super powered to do them.

SAMURAI SHODOWN IV AMAKUSA'S REVENGE

TAM TAM

PAGUNA PAGUNA

f+(rapid S)

MOORA GABURA

QCF+S(up) QCB+S(down)

AHAOOH GABOORA

DP+S

PAGUNA DIOS

PAGUNA DIOS

RDP+S

MOORA MOORA

QCF+A(up) QCF+B(down)

GABOORA GABOORA

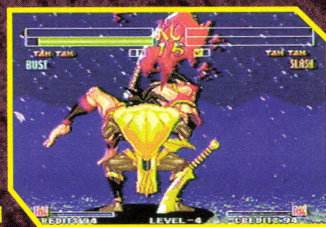
QCF+C

AHAOOH TIOWAKAN AHAOOH TIOWAKAN

b,f,d,AB

Slash

The windup on his Paguna Paguna is awful for connecting with even helpless landing targets. The added bonus of his Ahaooh Gaboora (basically an air fireball) is excellent. It ignites the floor where it strikes, making it excellent for landing targets. They can't block the flames on the ground.



Bust

One of the most entertaining (and deadly) moves in the game is his unblockable GabooraGaboora (an unblockable throw move). It's got a wind-up, but you can catch airborne opponents.



JUBEI

Slash

This version of Jubei has the benefit of the Rising Power Blade move, which his darker side lacks. Play him a bit more aggressively, utilizing all of his offensive power. His MegaSlash does plenty of hits in close, however serves as a distance-maker rather than a big damage loss.

POWER WAVE

POWER WAVE

QCF+S

RISEING POWER BLADE

DP+S

MEGASLASH

f+(Rapid Slash)

VARIOUS COUNTERS

QCB+(A or B or C for different heights)

General

Typically criticized as a beginner character with no real technique, Jubei has grown some new moves since his last appearance, such as his counters.

Bust

Without the offensive attacks of his lighter side, Bust Jubei should rely almost exclusively on the more defensive, strategic use of his Counter Moves.



There is really very little difference between these two halves. Both have tremendous range with incredibly damaging standard moves. All the special moves of one are mirrored in the other, making the choice between Slash and Bust arbitrary. Don't get suckered into using his longer-ranged moves like Tenkai Phoenix and Invitation of Devil—they leave you wide open during the long wind-up and ending animations.



AMAKUSA

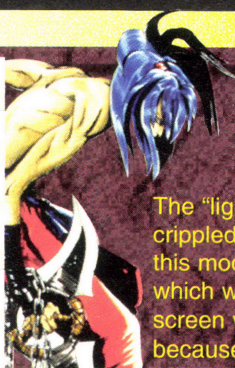
WARP	WARP
QCF+D (forward) or QCB+D (backward)	
DEATH SOUL	HELL DEVIL BLAST
QCF+S	
DARK DESTRUCTION	DARK DESTRUCTION
DP+S (start), S (attack), D (Abort)	
TENKAI PHOENIX	INVITATION OF DEVIL
QCB+S	
POISON SLICE	JUDGEMENT BLOW
DP+D	
FORMATION OF EVIL	FORMATION OF OMEN
b,f,d, AB	



Use rapid teleportation to disorient foes.

BASARA

DOWN THRUST	DOWN THRUST
(While in air), d+D	
FRIENDLY RIP	SHADOW EXIT
(while near) DP+D	
SHADOW STICHER	EARTH THRUST
QCF+S	
SHADOW SUCK	SHADOW SUCK
QCB + Any Button	
AIR THRUST	AIR THRUST
(While in air) QCF+S	
PEARL OF NIGHTINGALE	SHADOW FEINT
RDP+S	
HEADSKULL SLICE	HEADSKULL SLICE
(while in air) df or db + D	
SHADOW DEATH	SHADOW DREAMS
b,f,d, AB	

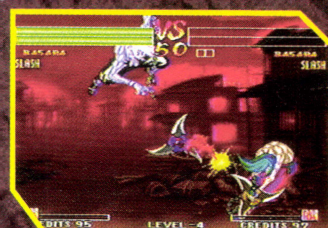


The "lighter" version of this character is really crippled compared to his better half. Basara, in this mode, has some pseudo-fireball moves which warp his weapon to different areas of the screen via holes. Avoid them in close range because of animation time.

Slash

Bust

This is the ultimate-range character. His fireball moves are excellent for jumping opponents and his Underground Dragon Punch is excellent for characters with wind-up moves.



The Head Stomp can be repeated several times.



Both of these guys are large, slow and comparatively weak for their size in relation to the other characters. Most of his special moves are useless unless done very close to the opponent, making playing with this character a chess match of distances. Thankfully, his strongest standard attacks have decent range to throw off opponents thinking about getting too close. Use Bust's Hou! to throw off jumpers as they land near you.

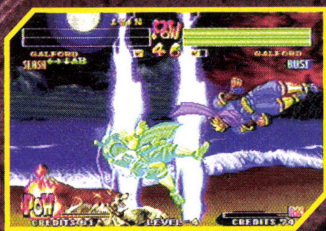


GAIRA

BUCHINOMESHI	100-TON DROP
(while in air) d + Any Button	
KACHIAD	
DP+S	
MIDANEUCHI	HUO!
QCF+S	
EARTHQUAKE	
d,d,S	
CHIKAMUZO CEILING SLAM	
RDP+A	
CHIKAMUZO STONE	
RDP+B	
CHIKAMUZO TWIRL	
RDP+C	
YENSHINSA	
(while near) QCB,f+S	
FIST DANCE	EMPEROR'S DESTRUCTION
b,f,d,AB	



This is his most punishing move, when in close.



Slash

Without the low Plasma Factor of his Bust self, Slash Galford must play a tad more strategically and rely upon standard moves for low attacks. Of course, his Ninja Teleportations are always great for disorientation.

Bust

You can get away with more cheese with this version. He has a low-striking fireball move and several others which facilitate rapid, special-oriented attacks.



GALFORD

PLASMA BLADE	PLASMA FACTOR
QCF+S (Bust : A=stand, B=crouch)	
SHADOW COPY	SHADOW COPY
f,HCF+A (right) fw,HCF+B (left)	
REPLICA ATTACK	REPLICA ATTACK
HCB+AC (head) HCB+BD (rear)	
IMITATED REPLICA	IMITATED REPLICA
(while hit) AC (head) BD (rear)	
VARIOUS DOG ATTACKS	
RDP+Any Button	
STARDUST THROW	STARDUST THROW
(while jumping & near) d+C	
PLASMA BREAK	
f+(rapid button strikes)	
STRIKING HEAD	
(while near) DP	
DASHING STRIKING HEAD	
(during run & while near) DP	
DOUBLE STRIKING HEAD	LIGHTNING STRIKING THROW
b,f,d+AB (head) or b,f,d+CD (rear)	

GENJURO

TALOCHIJIN	ANATOLLISATSU
DP+S	
ZARIFOSANKATSU	SANKUPOODLE
QCF+S	
CHERRY BLOSSOM SLICE	CHERRY IRIS REVERSE
QCB+S	
DEATH DROP	
DP+D	
SCARLET SLASH	PURPLE DUSK
RDP+D	
DEATH OF 100 DEMONS	
QCB+f+S	

General

Genjuro is another one of those characters who is best played using as many special moves as possible. His standard moves, while powerful, are slow and unwieldy to fast strikes.



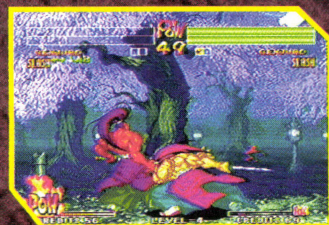
Rely primarily on special moves for the quick strikes.

Slash

Genjuro's Forward Kick is an instant knockdown and could be used to set up opponents for more damaging strikes from his list of specials. Avoid using his high-reaching Rising Blade attack. It leaves you wide open.

Bust

His Death Drop is a formidable-looking strike. Although it does little damage (for all its showiness), it does soak up lots of time. Handy for cheesing the timer!



Slash

This Hanzo is clearly more advantageous over his dark-self. When hit, use AC or DB to teleport and land a surprise counter-strike.

Bust

With fewer direct special moves, you will have to rely on more subversive standard strikes and trickery, such as his Silent Sound teleportation.



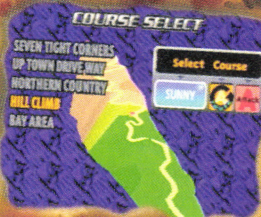
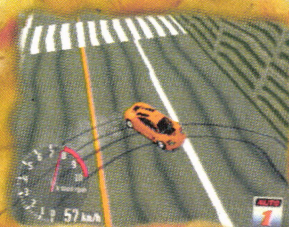
Though its humiliation factor is significant, his slap move isn't very effective.

MONKEY DANCE
RDP+(Any Button)
SILENT SOUND
d,d,S

HANZO

BLAZING DRAGON	BLAZING DRAGON
QCB+S	
SHADOW SPLIT	SHADOW SPLIT
f,HCF+(A or B)	
HEAVEN DANCE	
HCB+AC	
EARTH SLASH	
HCB+BD	
NINJITSU GOD/GHOST	
(while hit) AC/BD	
REPPU SHIRIKEN	REPPU SHIRIKEN
(while jumping) QCF+S	
MOZU DROP	BLAZING MICRODUST
(while near) DP+S	
WADE DROP	
(while running & near) DP+S	
AIR TURN ATTACK	AIR TURN ATTACK
(while jumping & near) d+C	
MICRODUST HIDDEN	CELESTIAL POODLEBAR
b,f,d+AB	

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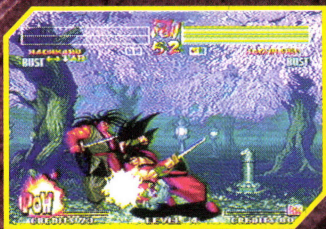


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HAOHMARU

CYCLONE SLASH	CYCLONE KILL SLASH
QCF+S	
CRESCENT SLASH	CRESCENT SLASH
DP+S	
GUST OF CRESCENT SLASH	GUST OF CRESCENT SLASH
(while running) DP+S	
CRACKING SLASH	SERENE SLICE
RDP+S	
KOUHA	
DP+D	
SENPUBA	
QCF+D	
TENHA SLASH	TENHA SLASH
b,f,d+AB	

Stun opponents, then use the Cracking Slice/Serene Slice to do the damage.



Slash

He's outmatched in terms of moves, but he tends to be less glitz and more damage. While his Crescent Slash does less hits, it's more time- and damage-effective.

Bust

All of the little goodies tacked on to his Bust version of the central character are purely cosmetic. However, his Senpuha is somewhat handy for smiting landing opponents. Still, the Crescent Slash is more effective.



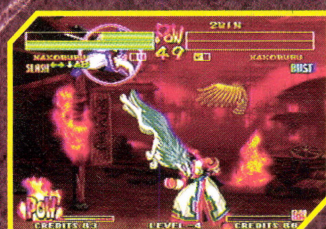
KYOSHIRO

FLAME TWIST DANCE	WARP
RDP+S	
TURNING TWIST DANCE	BLOODY WIND
DP+S	
FROG HELL	BANQUET DANCE
QCF+D	
BIG WAVE	HADYE
QCF+S	
BLOODY TWIST WHEEL	WARP
(while jumping) d+S	
DANCING LION	CONFUSING HEART
QCB+S	
DANCE OF GHOST	BLOOD AND FLESH DANCE
b,f,d,AB	



High damage and unblockable. Nice.

Kyoshiro has excellent range with all of his moves, standard or otherwise. To make things worse (for those opposing him), his Slash self has the Frog Hell unblockable throw-like move which is good for some serious damage. His Bust self must rely more on his more complicated, drawn-out specials which are almost like auto combos.



Slash

Her bird is useful as a weapon if you implement her special moves correctly. Be aware of the subtle angle differences to each of the many bird attack variants.

Bust

She has apparently taken Galford's dog. With this comes many special moves similar to her Slash-bird's.



EPUNKINE SHIKITE
(during knock down) AC
MERU SHIKITE
b,db,d+S
KANTO SHIKITE
DP+S
SPLIT ATTACK
(during Kanto or Meru)f+C



NAKORURU

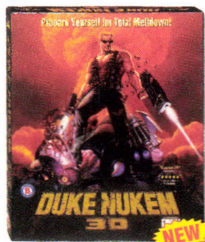
LELA METSUBE	
DP or QCF+S	
KAMUI RIMUSE	KAMUI RIMUSE
RDP+S	
MAHAMA FLIGHT	
QCB+D	
KAMUI METSUBE	
(after Mahama Flight) AB	
SHICHIKAPU ETO	
QCB+S	
KAMUIFIMO KESUPU	KAMUIFIMO KESUPU
(while jumping) d+D	
LELA KISHAMA TEKU	LELA KISHAMA TEKU
(while jumping & near) d+C	
ELERUSHI KAMUI RIMUSE	NUBEKI KAMUI RIMUSE
b,f,d,AB	
WOLF RIDE	
QCB+(Any Button)	

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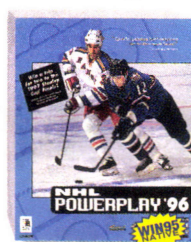
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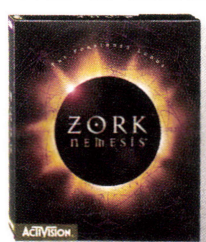
Z Strategy Game
DOS 486/66, 8mb, M
5089404



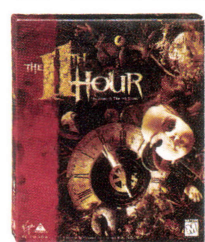
Duke Nukem 3-D
Arcade Style
DOS 486, 8mb, M
5077607



NHL Powerplay '96 Hockey
Sports
WIN '95 486/66, 8mb, M, J, K
5089701



Zork Nemesis
Adventure
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MAC PMAC, 16mb, M
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General

This character is very similar to another ice-wielding ninja from a certain popular fighting game series. With this, you can expect many of the same moves, used in similar fashions. Her Ground Freeze does not actually freeze the opponent, but it does stun. Use this by following it up with standard sword slashes, preferably with C. Actually, her standard moves are one of her most formidable assets.



Her standard blade attacks are remarkably effective.

RIMURURU

KAMUI SHITUKI

RDP+S

KONNIL SHIRARU

(while jumping) d+S

KONNIL MYU

KONNIL MYU

QCB+S

LUPO QUAIL (NISHI)

RUPO KUARE (TOITO)

QCF+S

KONNIL NONNO

RUPPU THOMUSU

DP+S

RUPO KAMUI EMUSHI

RUPO KAMUI EMUSHI

b,d,f+AB

UPON Wo

f+(rapid S)

SHIZUMARU

MAYRAIN DOWNPOUR

QCB+S

MYRAIN BLADE

MYRAIN BLADE

QCF+S

COLDRAIN

QCF+D

CRAZY DOWNPOUR

CRAZY DOWNPOUR

hold D for 2 seconds, release

CROSS CURRENT SLICE

CROSS CURRENT SLICE

DP+S

HURRICANE SHREDDER

HURRICANE SHREDDER

b,f,d,AB

DRIZZLE

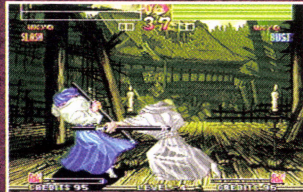
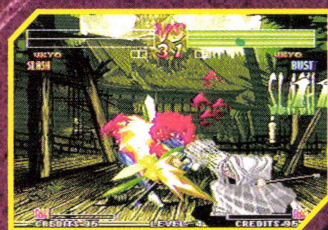
(while jumping) u or d + S...then S



The umbrella is this character's central weapon.

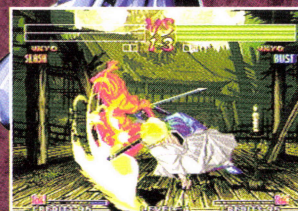
General

One of the best things about this character is the Spinning Umbrella move. It racks up serious hits and costs the opponent a lot of time. It's ideal for wasting time in tight situations. However, the animation cannot be aborted if you miss, leaving the opponent with a free chance to hit. Use the standard Jumping Kick to knock most opponents out of airborne special moves.



Slash

His multihit Sword Slash does less hits but more overall damage. His Vanity and Sparrow attacks are basically prefab combos accessible through a simple fireball motion and a button tap.



His Downward Flame works well against jumpers.

UKYO

VANITY SWORD

SPARROW

QCB+D

SNOWFALL SLASH

SNOWFALL FLASH

QCB+S

SWALLOW SWIPE

SWALLOW SWIPE

(while jumping) HCF+S

SABRE HAZE HACK

SOLAR FLASH

QCF+S

TSUBAME SIX FLASH

AURORA DREAMS

b,f,d,AB

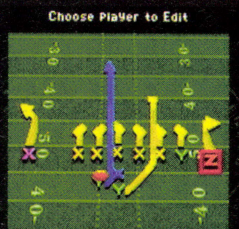
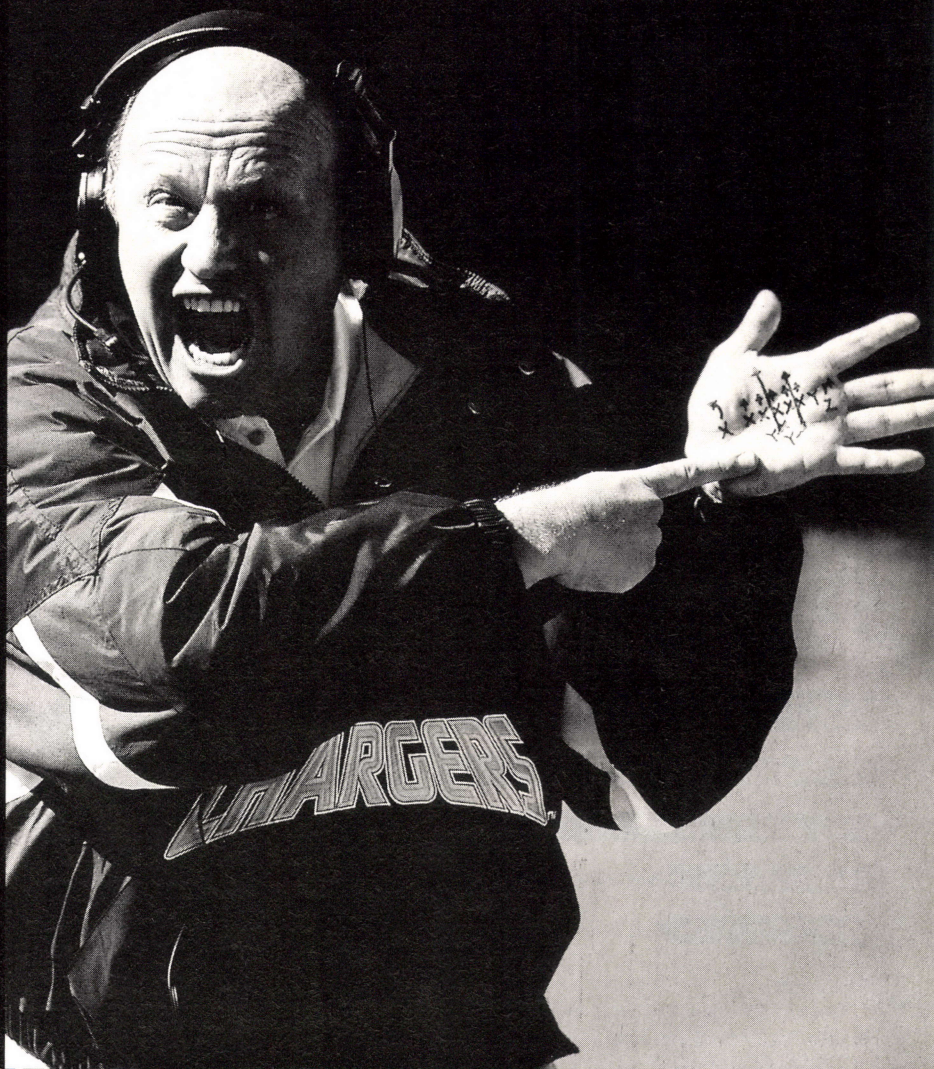


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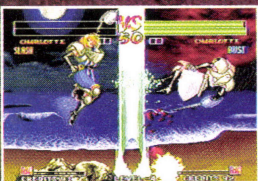
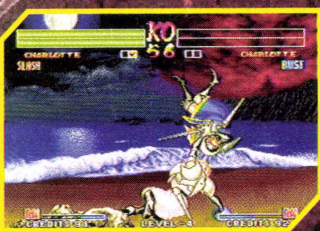
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General
She is essentially the same character she was from previous versions. However, her Tri Slash is only available to the Slash half. Be sure to hold down the Slash button a bit if you want to delay the blast.



CHARLOTTE

POWER GRADATION
DP+Slash
SPLASH FOUNT
f+(rapid Slash tapping)
TRISLASH
QCF+Slash (hold Slash to delay)
REIN LANCER
QCF+D



She has some of the most dangerous ground range.

KAZUKI

RED HOT SOUL
QCF+(Any Button)
DEATHRIDER BLAST
DP+(Any Button)
DEVASTATING FLAME
QCB+(Any Button)
BANISHING FLAME **BANISHING FLAME**
RDP+(Any Button)
BIZARRE EXPLOSION **EVIL FLAME AWAKENING**
b,f,d,AB
Fool's Kick
DP+(Any Btn.),b+(Any Btn.), f+(Any Btn.)
BLAZING FIRE OF THE 6 ELEMENTS
QCF+A, QCF+B, QCF+C

Be sure to power up your Floating Flames in order to make the other moves like Red Hot Soul and Deathrider Blast more effective.



SOGETSU



MOONLIGHT **WARP**
DP+S
FLOATING MOON **WARP**
QCF+(Any Button)
MOONCONCEAL **WARP**
QCB+S
DEAD MOON
(while jumping) QCB+S
FULL MOON
(while jumping) DP+S
LUNAR RING EARTH
QCF+S
LUNAR RING AIR
(while jumping) QCF+S
DIMINISH WAVE **RAISING MOON**
b,d,d,AB

Samurai Shodown IV Basic Stuff

The below operations can be performed by any character. All motions assume a character which is facing right.

STANDING MOVES

Dodge	A+B
Sidestep	f+A/B
Overhead Hit	BC
Throw to back	b+C
Throw to front	f+C
Counter	QCB,f+D (both with and without weapons)
Attack down(near)	df+S
Attack down(far)	up+S
Run	f,f
Retreat	b,b
Pick up weapon	A or B

ON THE GROUND

Swift recover	f,f or b,b
Quick recover	ub or up or uf
Lift recover	button jag

AUXILIARY

Taunt start x 3
(this causes you to drop weapon)
Honorable Death b,d,f+start
(aka suicide!)

MULTISLASH STUFF

Start MultiSlash CD
Some four hitters
A,A,A
A,B,C
B,B,C

The 14-hit pattern
fw, AABBBCCA
BCCCC

SUPER MOVES

Disarmer	b,f,d+AB
Final Fatality	d,d,u,f,f+C
POW Explode	ABC
after	ABC
or	BCD

PLAYER LEVEL

When selecting a character to play, you must select from one of the following three "classes" of play:
Beginner: automatic super move with ABCD, no POW!
Intermediate: standard
Expert: cannot block!

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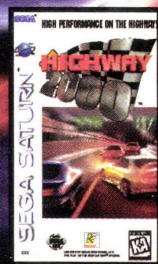


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WAVE RACE 64

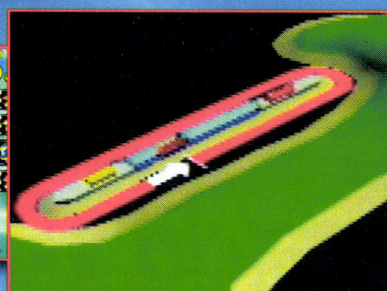
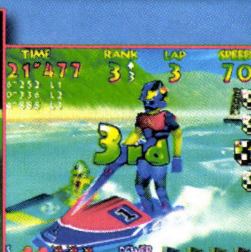


system **N64**
publisher **Nintendo**

strategy talk

You wouldn't think this game would be that much fun. However, sit down and play it for a while, and you'll be hooked. Racing games aren't that exciting, but this one kicks ass. This game is no walk-through either. The challenge level is definitely hard and it takes a while to beat.

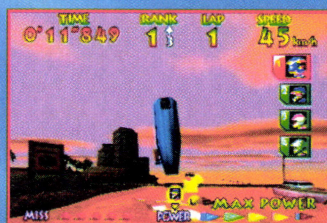
—John "Worf" Gurka



Sunny Beach really isn't too difficult, once you've figured out the controls. It is basically one long straightaway with only two turns. You have to slalom through some of the buoys on the second straightaway, but that's probably the toughest part. Just keep steady with the analog stick and cut off as many racers as you can.

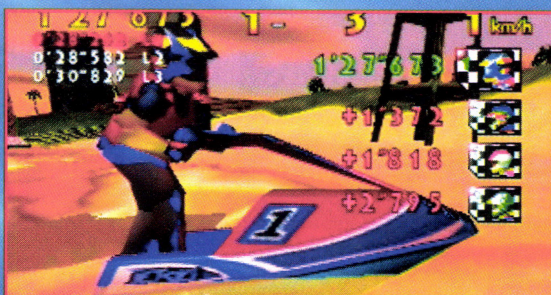
SUNNY BEACH

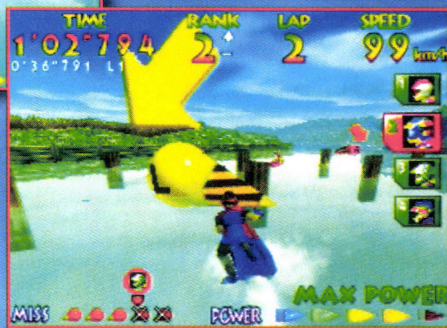
SUNSET BAY



Sunset Bay is trickier, but the overall difficulty is not too bad. The one exception to this is in the Reverse Level. After the jump—which you have to go around—you need to turn sharply to the right just past the wall because a buoy is easily missed if you're going too fast. Also, when not in racing on the Reverse Level, there is a cheat to get over the finish line quicker

than anyone else. When you're nearing the finish line, you'll make a left, and you are supposed to go through four buoys then over the line. First, in order to go over the finish line, you need to pass it. So when you come through that turn, go out of bounds to the right of all the mines. You'll miss two buoys, but you'll get over the finish line a lot quicker.





This course is fairly easy on the Normal and Hard Modes. Once you get on the Expert and Reverse Levels, the difficulty skyrockets. Toward the end of the course, you'll find a bunch of wooden posts sticking out of the water. In Normal and Hard Modes, you can pretty much just go around them. Expert and reverse buoys, in that part of the course, are set up to make you go through them. This is extremely tough, especially when whipping through

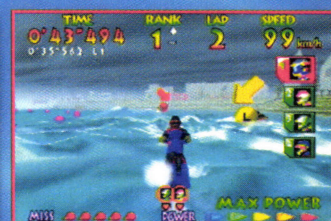
the area at 120 kilometers per hour. The best advice is to practice. Go through the time trial to be able to practice this course. There will be no other racers to get in your way and annoy you. Practice getting through the wooden posts at a slower pace, then try to go through them quicker. In the actual race, you will have to go through at a high rate of speed or else the other racers will pass you up or clip your back end and knock you off your Jet Ski.



The trick here is that there are two big waves just before you reach this obstacle. Go over the first wave and then jump off the second wave. You'll clear the

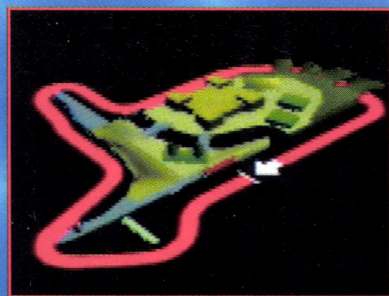
This level isn't that hard. It's mostly the other racers making it difficult. Right after the start/finish line, there is a cement wall you must go around on the left side.

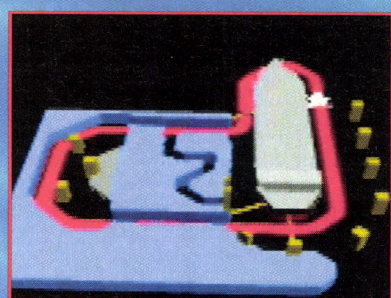
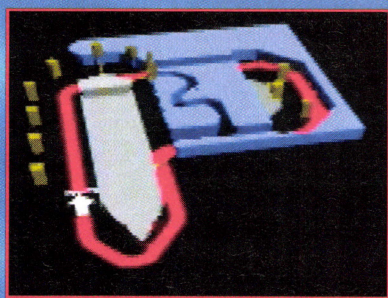
obstacle. Also, the Hard, Expert and Reverse Levels have a quicker alternate way to go through the level that is opened up on the second and



third laps. The alternate pathway is quickest, and it isn't very hard to navigate. There are some choppy waves in there, so make sure

you time your turns correctly or else you will smash into the walls. This alternate pathway is a good place to overtake the other racers.



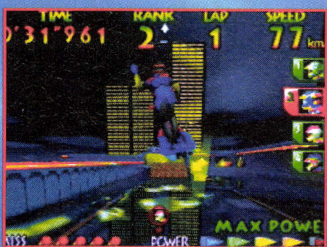


This one is tough until you get used to it. The first few turns are pretty sharp, and there are lots of things to run into. There are ramps at the end of the course just before you get to the finish line. These are to be avoided, because they make you jump when you want to turn right. The best thing to do is to go around them if you can. In the Expert Level, there are no spaces in between the ramps, so you will have to jump. Turn your Jet Ski softly to the right, so you can easily turn toward the finish line and not wipeout.

This level also has an alternate way through the level. It is quicker but isn't easy to go through at high speeds. It is open on the Hard Level, but the Expert and Reverse Levels force you to go through it. The computer-controlled racers almost always wipe in this short-cut, so once you get good at going through it, you'll always be able to pass them up.

PORT BLUE

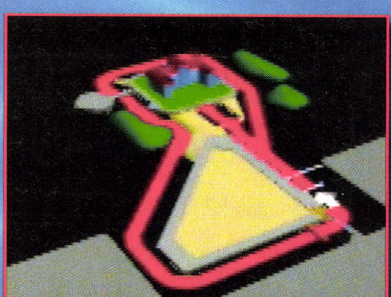
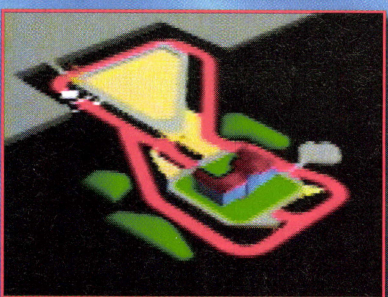
TWILIGHT CITY



This course is another one with a quicker way through. Right off the start line is a jump that will take you on the quicker route. The problem is that there isn't enough room to jump over the wall, so you actually need to submarine under it.



This level can be very tricky to navigate. Watch the computer-controlled racers. They obviously know the best way through and you'll do a lot better if you mimic their movements. The only thing they do that you shouldn't do is avoid the ramps. Use the ramps, because at the bottom of them are a lot of mines which are easily avoided with the help of the ramps.



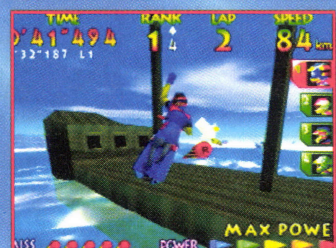
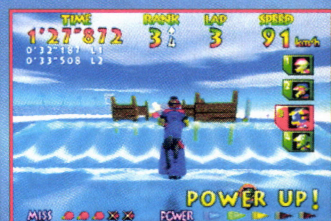


Glacier Coast just takes a lot of practice to get good at. It isn't very hard to get through, but a flawless run is very hard to achieve. There is ice floating everywhere and it is hard to avoid. Don't avoid the ice—use it to jump with. If you don't worry about avoiding it, you can then use it to your advantage because you will spend a lot of time sliding around on it.

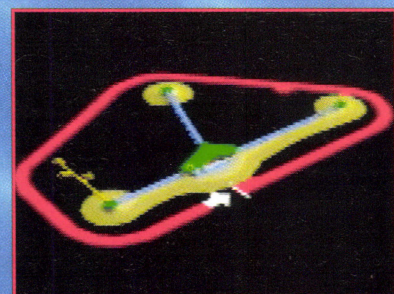
GLACIER COAST

There are a ton of iceballs floating around in this course. They don't knock you off your Jet Ski when you hit them, however they do slow you down. The best thing you can do is follow the computer racers around, because they usually run into them and break them, clearing the path for you.

SOUTHERN ISLAND



The water line decreases with each lap, uncovering new obstacles and new ways around the course. Keep playing through the level to discover the best way to get around all the obstacles you find.



DD2



system **PlayStation**
publisher **Psygnosis**

strategy talk

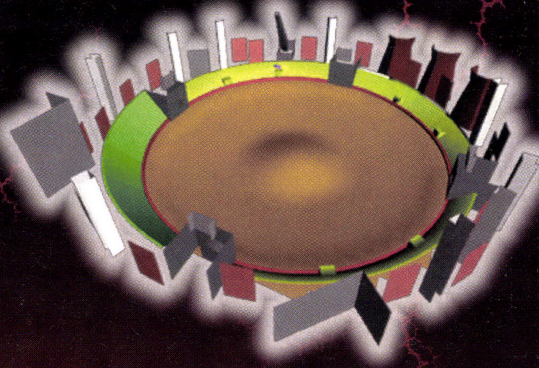
Well, here it is—the sequel to Destruction Derby. DD2 is an excellent game. It has better graphics and sound as well as a lot more ways to crash. There are four arena-type tracks with the last one, Death Bowl, having a very deep pit. If you fall down this pit, you will, of course, die. But if you knock your opponents into this pit, you will score points for knocking them out of the match. In both The Pit and Red Pike Arena, you have an imperfection in the middle of the ring. Hitting either one of these will cause your car to either flip or jump into one of the walls, making you an easy target.

There are seven longer more complex race tracks in DD2. Each one takes an average of a minute to complete a lap, unless, of course, you go slamming into a wall. If you want to place first on any of the tracks, don't screw up. This is the type of game where it is very hard to get back into the top five after you have lost control.

There are two modes you can play in. The first is the Stock Car Mode. You don't get any points by knocking an opponent into a wall, but you do get the pure racing that most other games of this type offer. The second mode, Wreck'n' Racing, is by far the most fun. In this mode, you need to get to the finish line by any means possible. You get points for it too: 25 points for wrecking an opponent's car, 10 points for spinning them 90 degrees, 25 points for 180 degrees or the big 150 points for a 360-degree spin.

—David "Riker" Ruchala

DESTRUCTION DERBY 2



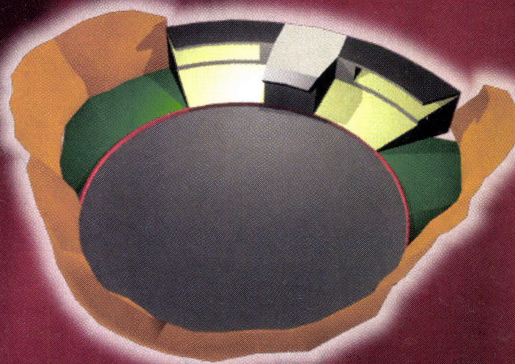
RED PIKE ARENA



Red Pike Arena has a mount in the middle. If you are not careful, you can roll your car, which will make you a very easy target.

THE COLOSSEUM

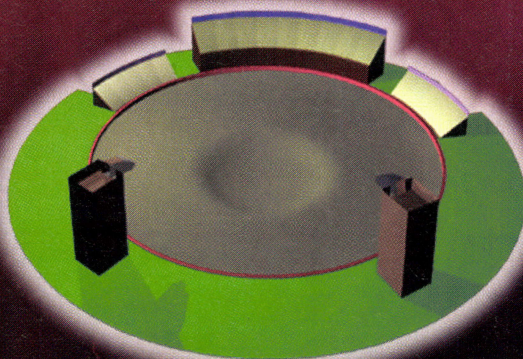
The Colosseum is a flat dish. Wait until after the cars crash in the middle before you go screaming in.



THE PIT



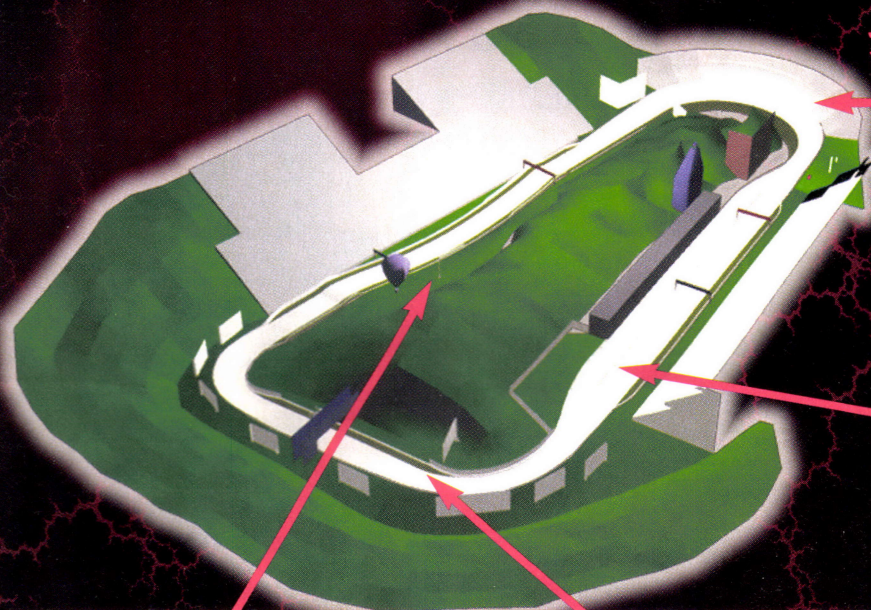
The Pit's center is a fairly deep hole. It is easy to get out of, but if you're not careful, you'll jump it and hit a wall.



DEATH BOWL

The easiest way to stay alive in the Death Bowl is to knock your opponents in to the pit on the right-hand side.





PINE HILLS RACEWAY

Take the first embanked turn at 200 KPH. This will keep you from hitting the wall.



This is, of course, the starter track, and the biggest complaint is that if you hit a wall or spin out of control, you are out of the race. This is such a fast and short track that it doesn't lend itself to mistakes. Keep your speed around 200 KPH in the corners, and you should be okay.



CHALK CANYON

Chalk Canyon has a bunch of jumps and areas that will cause you to flip your car. Try to keep your speed up around 200 KPH for the main jump located in the second picture to the right. Also, when you come to the bottom of the big hill, slow down or the small hill will turn you sideways.



Make sure that when you hit this jump, you are doing at least 200 KPH, or you won't make it.





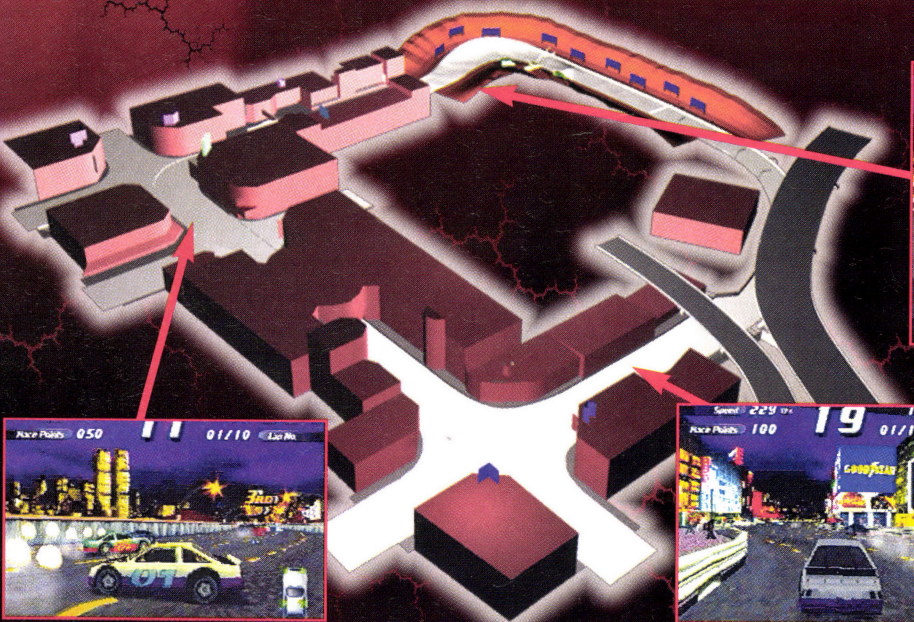
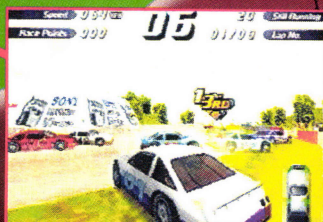
SCA MOTORPLEX

This fast track has three danger zones. The first is in the viaduct near the start. The next two are very similar. They come in the flavor of two hairpin turns. As you begin to come into these turns, stomp on the brakes then immediately hit the gas.



CAPRIO COUNTY RACEWAY

This track is the second hardest on your car. It consists of a bunch of very tight corners, which will cause a pileup of epic proportions. Try to get out front early, and you should be able to avoid the pileups for the most part.



LIBERTY CITY

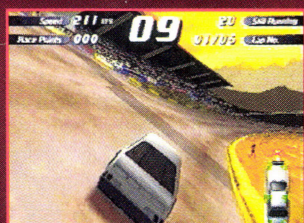
This track is the absolute hardest on your car. The main reason being the way the graphics are set up—it is difficult to tell where the track rails are. So you will end up hitting the walls quite often until you become familiar with its layout.





BLACK SAIL VALLEY

This track has two crossovers which are very dangerous in heavy traffic situations. There is also a jump right after the two tracks merge back into one. Try to hit it on a slight angle so you can tear around the corner that comes up quickly.



ULTIMATE DESTRUCTION SPEEDWAY



This track is exceptionally difficult. You have two possible paths to choose from and three

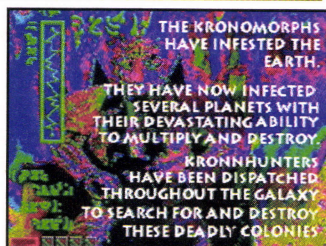
crossovers. The right path is a lot safer than the left—but it isn't as much fun.



strategy talk

Here's a slew of codes and tips for several of Williams' great games. A lot of these games are out for many systems but codes only work on specific versions. All of these are arcade-based, but they will help you get the most out of these hot titles!

—Mark "Kirk" Hain & Tim "Reliant" Davis



Kronomorph Mode:

It's simple to become an alien hunter dispatched to hunt down renegade aliens. Shoot the first three humans, and shoot nothing else. You will then become a "Kronn Hunter" (a green palette swap on the whole screen with different graphic elements for bullets and grenades.)

Secret room entrance #1: "Shake Your Booda"

There are 44 pieces to the puzzle, which when shot away reveal a female STAAR Team member in a sexy pose. Two players can score over 45,000 points in this room. To get in, shoot the first 10 hangar windows while outside on the tarmac. Two of these you have to shoot quickly, in transition, right after the game starts. Shake Your Booda is also secret room entrance #6—entered by shooting all 21 windows on the hut at the back of the Hangar (Wave 2). You need to get all the windows on the bottom-story as well as the upper-story after you ascend

the ladder (Slide #15).

Secret room entrance #2: "Tank Top"

The Tank Top has only one entry. This is the hardest secret room to get into. There are 28 pieces to this room so only one player can reach the max multiplier. The streak works like normal and you can score over 35,000 points in this room. To get in, you must shoot the 15 windows on the right side of the Hangar (Wave 2) just after you enter. You will need two players to do this, and you must use several views of these windows to do it. Very challenging! (This is on Syquest—"Wave 2 Windows.")

Secret room entrance #3: "Head Quarters"

In the Hangar (Wave 2), shoot out the three blue "emergency" lights during the first lockdown. There is one to the left and two to the right of the red tractor truck. (You have to get the one on the left during the quick camera pan.) This will get you into the room where aliens are taking a latrine break. There are 36 items to shoot in this room; six of them are aliens. You can score over 40,000 points by hitting everything—a major scoring opportunity! Head Quarters is also secret room entrance #7. To get in, you need to shoot four key airplane canopies on the Back Tarmac (Wave 3). Some of these are very small, and are dark against the night sky, so you have to look carefully.

Head Quarters is also secret room entrance #10, a very tricky one—you have to shoot the two pictures on the desk in the Admin. (Wave 4), along with the two name plates on the office doors that appear later in the wave ("General R. Weatherby" and "Mike 'Dibman' Hally"). (This is slide #14.)

Secret room entrance #4: "Shake Your Booda"

This room is only available in the first 2,137 production units released.

To get in, shoot all 11 exploding boxes after jumping onto the helicopter at the end of Wave 3 (The Back Tarmac). Once in, you will find a mega-scoring room where you can obtain over 50,000 points. There are 14 statues; shoot the faces and they will reveal a key member of the Area 51 development team. Also shoot the alien statue for big points. Shake Your Booda is also secret room entrance #6—entered by shooting all 21 windows on the hut at the back of the Hangar (Wave 2). You need to get all the windows on the bottom-story as well as the upper-story after you ascend the ladder.

Secret room entrance #5: "Egg Cellent"

When you get into the War Room (Wave 5), shoot all of the computer terminals (13 in all). This will get you into a room where there are disturbing alien babies inside eggs. You can score over 15,000 points in this room. Egg Cellent is also secret room entrance #5. To get in, you need to shoot all of the exploding barrels and boxes just before and after you get on the fork-lift. Some of these are very tricky! There are 10 things in all you need to shoot.

Secret room entrance #6: "Chow Palace"

You can get into this room by shooting at 15 of the windows at the

back of the Hangar (Wave 2). This is one of the easiest rooms; there are several lockdowns that you can use to get all of the windows.

Chow Palace is a huge power-up feast, with 21 power-ups: two give shot-guns; two give machine guns and 17 give grenades. This room is also the only place in the game where you can see a Stage 2 alien, the intermediate bioform between the Stage 1 zombies and the full-blown Stage 3 Kronomorph alien. Here the Stage 2 is happily munching on a poor woman in a nightgown.

Secret room entrance #7: "Get a Life"

To get into this strange room with a giant alien, you need to shoot all 24 of the objects on the pop-up section in the Bunker (Wave 6). This is very tricky, and it's best if you have two players. You may have to try it twice before you get all of the objects! This room only appears once, and you get a free life after getting in. You can also run your streak multiplier up by shooting at the alien—there is no penalty for missing. Despite saying "Access Denied," there is no other secret level hidden beyond this door.



AIRIA



Tricks Update

FaceOff Power-Ups

Unlimited Turbo:	Turbo, Shoot, Shoot, CW Top to Top
Tournament:	Right + Shoot + Pass + Turbo
Super Goalies:	Down, Down, Down, Down, Down, Pass
Disable Throws:	Down + Turbo, Up + Shoot
Assistance Off:	CW Up to Up (rep.)

Team Select Codes

Jersey Color:	Press Pass to Select "Home" or "Away" colors.
Random Team Select:	Press Up + Start in Top/Left Corner (team 1)

Game Screen Codes

Tiny Head:	(Player) Turbo, Turbo, Up, Shoot, Shoot, Up
Normal Head:	(Player) Down + Shoot, Pass
Big Head:	(Player) Hold Pass & Turbo, Up
Huge Head:	(Player) Up + Shoot + Pass, Up (repeat three times)
Tiny Head:	(Goalie) Hold Shoot, Twirl CCW
Normal Head:	(Goalie) Shoot, Turbo, Pass
Big Head:	(Goalie) Pass, Pass, Turbo, Shoot, Pass
Huge Head:	Hold Pass, CCW Top to Top, CW Top to Top
Baby Size Teams:	CCW from Bottom to Top, Hold Turbo, CW from Top to Bottom
Force Fat Head:	CW Right to Left, CCW Left to Left
Big Puck:	Up, Up, Down, Down, Turbo
Dark Rink:	P+T, P, P+T, P, P+S, P, P+S, P, P+S, P, P+T, P
Disable Top Display	L+T, L, L+T, L, L+T, L, L+S, L, L+S, L, L+P, L, L+P, L, L+P, L



Most of the tricks affect the graphics, and some of them affect actual gameplay. It is also currently unknown if all the codes work for both the PlayStation and the Saturn. The codes were tested on the PlayStation version, and were taken from the arcade. However, it is assumed they will work on the Saturn as well.

Hidden Characters!

Ted Barber:	BAR	Dec.5
Heather Beach:	HAB	Mar. 24
Steve Baran:	SAB	Aug 29
Chris Bobrowski:	ME	May 12
Ed Boon:	EJB	Feb 22
Matt Booty:	MVB	Apr 18
John Carlton:	JMC	Aug 5
Jay Cohen:	JNC	June 4
Matt Cooney:	MJC	June 6
Xion Cooper:	XC_	Aug 9
Steve Correll:	RSC	Sept 16
Pat Cox:	PGC	Apr 11
Bill Dabelstein:	DOZ	Dec 31
Kevin Daiey:	J_R	Sept 15
Matt Davis:	MJD	Aug 19
Warren Davis:	WBD	Aug 17
Sal Divita:	SAL	Feb 2
Paul Dussault:	PGD	Dec 17
Brian Eddie:	BRE	Apr 20
Nik Ehrlich:	NIK	Nov 17
Joan Faux:	JBF	July 17
Bridgitte Fedesna:	BMF	May 9
Jennifer Fedesna:	JKF	Feb 25
Eddie Ferrier:	EF	June 10
Pat Foley:	PJF	Dec 23
Ray Gay:	RMG	Aug 11

Eugeene Geer:	DEG	Nov 5
Jim Gentile:	JPG	Jan 23
Tony Goskie:	TWG	Dec 7
Jim Greene:	JDG	May 31
Evil Haeger:	JH_	July 13
Jack Haeger:	JEH	July 13
Jack H. Haeger:	JAH	Jan 6
Jennifer Hedrick:	JJH	May 3
Jon Hey:	JWH	Sept 20
Gordie Howe:	G H	Mar 31
Craig Janney:	@ J	Sept 26
Eugene Jarvis:	EPJ	Jan 27
Jeff Johnson:	JBj	Nov 4
Ed Keenan:	EJK	Apr 10
Al Lasko:	AL	Aug 31
Mark Loffredo:	ML	May 25
John Lowes:	JML	Nov 4
Andy Lycke:	AL_	Nov 23
Mike Lynch:	MJL	Feb 28
Ray Macika:	REM	Mar 26
Luis Mangubot:	LM	Apr 18
Martin Martinez:	MAM	Aug 7
Cary Mednick:	CMM	July 2
Tony Marks:	ARM	July 19
Dave Michicich:	DLM	Aug 6
John Newcomer:	JRN	June 18

Mike Ossian:	OTT	Jan 11
Sheridan Oursler:	SNO	Jan 3
Mark Panache:	MDP	Jan 13
Carlos Pesina:	CCP	Nov 15
Jeff Peters:	JTP	Dec 15
Jim Rohn:	JR	May 22
Maryann Rohn:	MAC	July 7
Rebecca Scott:	RS-	Sept 27
Ross Shaffer:	FRS	Apr 13
Glenn Shipp:	GWS	June 11
Jake Simpson:	JMS	Feb 22
Jason Skiles:	JMS	July 29
Kevin Stevens:	KMS	Apr 15
Sidney Strong:	SID	Feb12
Dan Thompson	DJT	June 4
Art Tianis:	AJT	Oct 23
Jim Tianis:	DJT	Oct 20
John Tobias:	TOB	Aug 24
Josh Tsui:	CET	Nov 28
Mark Turmell:	MJT	Mar 22
Mike Viriikour	MXV	Oct 14
Mike Waldron:	MJW	Jan 9
Ken Williams:	WKW	May 30
Christa Woss:	CLW	July 9
Dave Zab:	ZAB	May 28
Zarley Zalapski:	ZBZ	Apr 22

NBA

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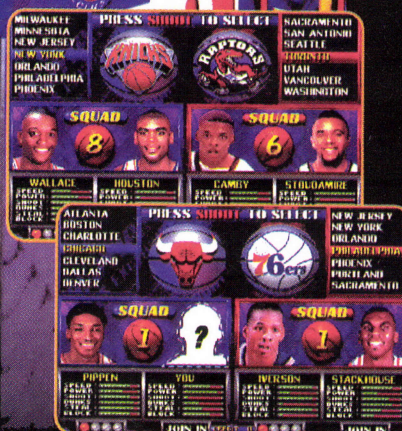
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To Enter: Participants may enter the MAXIMUM NBA HANGTIME SWEEPSTAKES by filling out the entry form, or by printing their name, age and address on a 3 x 5 card, and sending either to Maximum NBA HANGTIME Sweepstakes, P.O. Box 52990, Dept. 9257, Phoenix, AZ 85072-2990. Limit one entry per participant.
Prizes: Grand Prize (1) A trip for two to Midway Games headquarters in Chicago, IL, where the winner's image will be digitized and added to a future Midway Games arcade game as a "secret character." Prize includes airfare, two nights hotel accommodations (double occupancy) and two tickets to a NBA basketball game. (Approximate Total Retail Value: \$15,000.00)
First Prize (25): A one year subscription to Electronic Gaming Monthly magazine. (Approximate Retail Value: \$50.00 each)
Second Prize (50): An NBA HANGTIME T-Shirt autographed by the design team. (Approximate Retail Value: \$10.00 each)
Total prize value: \$2,500.00
Selection: Winners will be randomly selected by Computer Promotions Group Inc., an independent judging and fulfillment agency, on February 7, 1999. All decisions of the judges are final and binding in all respects.
Notification: Winners will be notified by overnight courier and/or telephone on or about February 15, 1999.
Other Rules: Only one entry per participant. No entries by facsimile or electronic transmission. Winners will be required to complete affidavit of eligibility, waiver of liability and publicity release (including for the use of winner's name, voice and likeness in a future Midway Games arcade game, the sequels, home versions and all ancillary products and services), which must be returned within 15 days of receipt or any prize award will be void. If winner is under the age of 18, winner must provide signed parental consent, in a form provided by the Sponsor, in order to receive prize. Limit one prize per household. Grand Prize Winner is responsible for own ground transportation, meals and expenses. All prizes will be awarded. No substitution or transfer of prizes. Taxes are the responsibility of winners. By participating winners consent to use of their name, address and likeness for advertising, promotional and publicity purposes without additional compensation, except where prohibited by law. All entries become property of sponsor and will not be returned.
Winner's List: For a Winner's List, please send a self-addressed stamped envelope by February 7, 1999 to Maximum NBA HANGTIME Sweepstakes Winner's List Request, P.O. Box 52990, Dept. 9257, Phoenix, AZ 85072-2990.



WHO'S GONNA BE THE WINNER?
Your chance to bring fresh moves to the court and play all the latest movers and shakers.

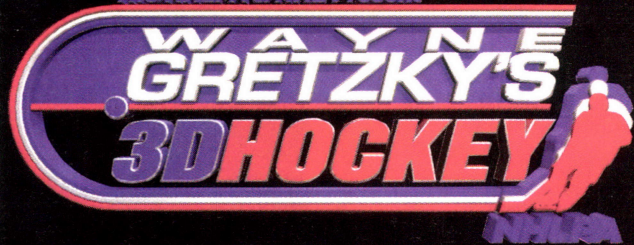
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The NHLPA & NHL Present



Gameplay Codes



Offense Tips:

There are several ways to put the puck in the net and light the red light in Gretzky 3D Hockey, but here are a few tips to have you playing like "The Great One" every time you step on the ice...

One-timers: One-timers are your highest-scoring possibilities. The most effective way to score a one-timer is to try and get off as many attempts as you can. (A one-timer is a quick pass to a second player who then

flips the puck in the net.)

Shot Form: When shooting, you have a better chance of scoring if your player squares up before he shoots. This is accomplished by holding your shot button a bit before launching your shot. You should also skate in as close as possible but be careful. If you get too close to the net an alert goalie will poke check you out of scoring position.

Power Shots: Power shots can be activated by pressing burst and shoot at the same time. These shots are good for shaking your opponent's confidence.

Humiliator: Skate between the faceoff circles in front of

the net, execute a power shot and crash the goalie into the net!

Flaming Net: Press burst and shoot to send a flaming puck. If you connect, the net will catch on fire.

Defense Tips:

There's a saying always used in professional sports: "Offense wins games and defense wins championships." This is also the case in Wayne Gretzky 3D Hockey. There are two things to keep in mind for a strong defense—checking and bursting. The more skill you have at shutting down your opponent, the more Stanley Cups you'll put on your trophy shelf.

So you've mastered checking, but still get faked out sometimes or are left checking empty space as your opponent bursts by. This kind of play will get you a nice comfortable spot as a spectator come Stanley Cup time. This is why you should have the hook in your defensive arsenal. If your opponents get past you, chase them down and send them stumbling from a hook. This move is also referred to as: "The Mystery Stick."

Power Check: Press check and burst and send your opponent flying.

Brick Wall: If your goalie makes six saves in a row, he will briefly become a brick wall.

Fighting:

When a player gets into a fight, you want to start executing moves as soon as the gloves go off.

Grab & Punch: This is a good move to open with as well as the most damaging to an opponent. (A) + B
Uppercut: This is also a very powerful blow but leaves you open to jabs if you don't connect.

(A) + turbo
Punch: The punch is one of the faster but less powerful moves and can be used to interrupt an opponent's attack. B

Jab: Also a quick move with low power but a flurry of well-timed jabs can put out the toughest fighter. (A)



NBA HANG TIME

Custom Codes

Matchup Screen Codes

Tournament Mode:

Pass + Shoot, Turbo

Rooftop Court:

Hold Left, Turbo, Turbo

ABA Ball:

Right, Right, Shoot, Turbo, Pass

Big Head:

Up, Turbo, Pass

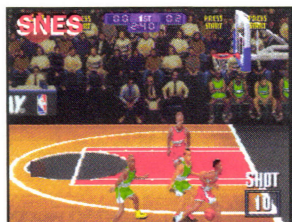
Shot Percentage On

CW Up to Up

Lock Box Codes

Tournament Mode: 111
Baby Players: 025

No Music Mode: 048
Goaltending On: 937
Max Block: 616
Max Steal: 709
Max Speed: 284
Hyper Speed: 552
Stealth Turbo: 273
Unlimited Turbo: 461
No Pushing: 390
Fast Passing: 120



Big Player's Heads:
(Turbo, Shoot) + Up

ABA Basketball
(Shoot, Turbo, Pass)
+ R

Hidden Character Codes

Dan Amrch
AMRICH 2020

Dan Roan
DANR 0000

Mark Turmell
TURMEL 0322

Sheridan Oursler
SNO 0103

Gameplay Codes

system
publisher

Super Nintendo
Nintendo

strategy talk

Calling all fans, calling all fans. Now we have a third Donkey Kong Country to keep us busy. This game is a gamer's dream that is chock-full of hidden stuff for you to go through and find with a fine-tooth comb. Finding all the hidden things in this game will not be easy. That is why we have chosen to blow this game out for you, our beloved readers. This guide contains the secrets on how to get all the bonus barrels and DK coins throughout the first three worlds and a little of the fourth world. Next issue we'll go into the secrets found outside the normal levels as well as the rest of the game. You'll find that the pictures in each section collate with the text in each section. If, after reading our information, you still can't find a barrel, then just look at the pictures for a little more help. The smartest thing for you to do is read your instruction book thoroughly, because there are some new character moves in there that you might not figure out on your own. There is a relatively new cast of animals for you to play with. Some levels allow you to actually turn into the animal and run around the stage. A new cast of Kong's join in this one, including Wrinkley Kong whom you'll find playing none other than Mario 64 on a Nintendo 64. Funky has a boat shop from which he lets family members rent boats for free. Yes, Cranky is in it and up to his usual crabby self.

—EGM[®] Deadline Crew

DONKEY KONG COUNTRY 3

DIXIE KONG'S Double Trouble!



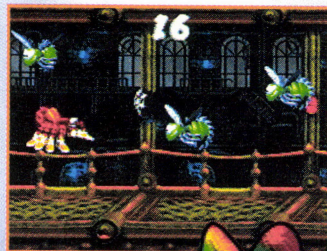
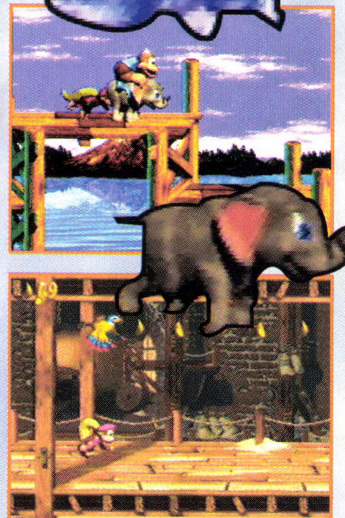
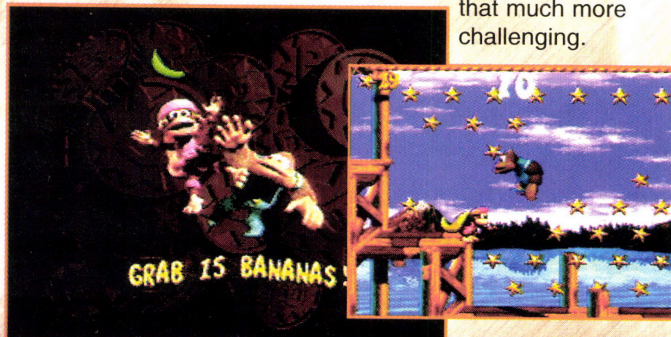
These are the main characters in our little story here: Kiddy and Dixie Kong. It seems that Donkey and Diddy Kong have gotten lost, and you need to find them. You'll find that Kiddy Kong

can hop across water when rolling. Dixie Kong can swing her hair around and make any fall a lot slower. It's funny though, how come when you're slowly gliding down, Kiddy just floats behind you?

Bonus Stuff



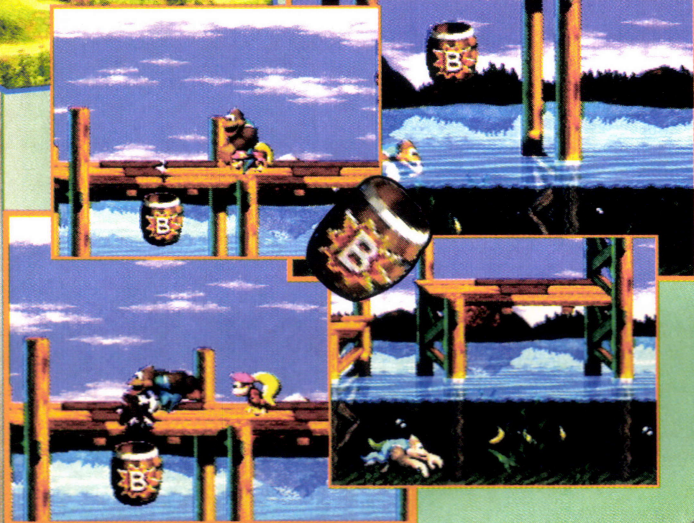
You gotta love bonus stuff. There are silver coins which allow you to play games with Cranky. These are found all over. There are bonus coins which you get by finding the bonus barrels and defeating the bonus levels. Then, there are DK coins which are just another item to find in each level. The game is fun and having this extra stuff to find just makes it that much more challenging.



With a little help...

These are the animals that you can acquire in the game. You can't take them from level to level as they are provided as the game sees fit. Usually you don't have to get the animal friend but, some levels require you to use them. Of course, each one has its own way of helping you and each one differs in what it does. The parrot can fly and shoot crackers while the elephant can suck up water and blow it back at the enemies.

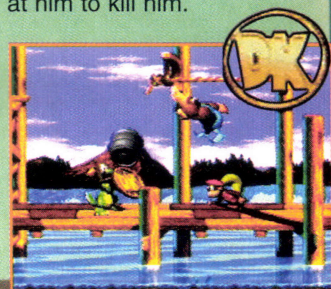
LAKE ORANGATANGA



LAKESIDE LIMBO

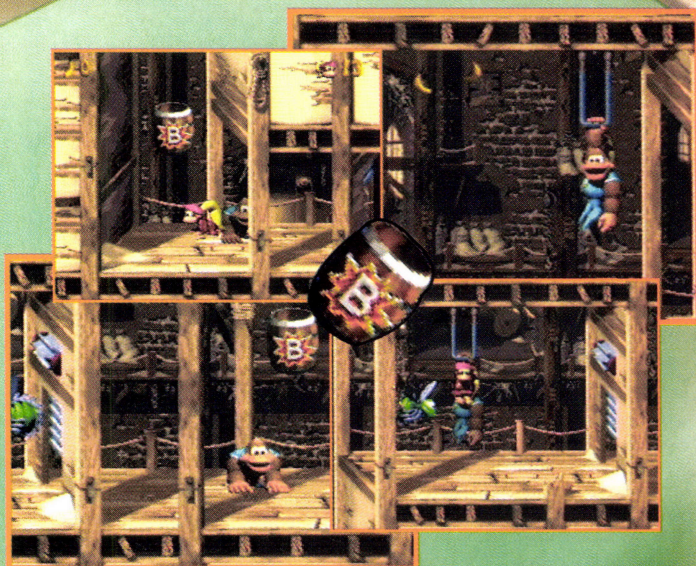
The first barrel here is acquired by breaking through the wood to get at the barrel. You'll be able to see it underneath a crack in the dock. Have Dixie pick up Kiddy and throw him on that crack and he'll break through. The second one is easily found by swimming underneath the dock to the left of the bonus barrel. Just jump into the barrel and off you go. The first couple of barrels in the first few levels are relatively easy to find and shouldn't take much effort. They do get much tougher to find, though.

These coins are all acquired the same way. There is an enemy called Koin, and he uses the DK coin as a shield. Defeating him is done by getting a barrel to hit him from behind while facing you. Here you only need to jump up and throw the barrel at him to kill him.

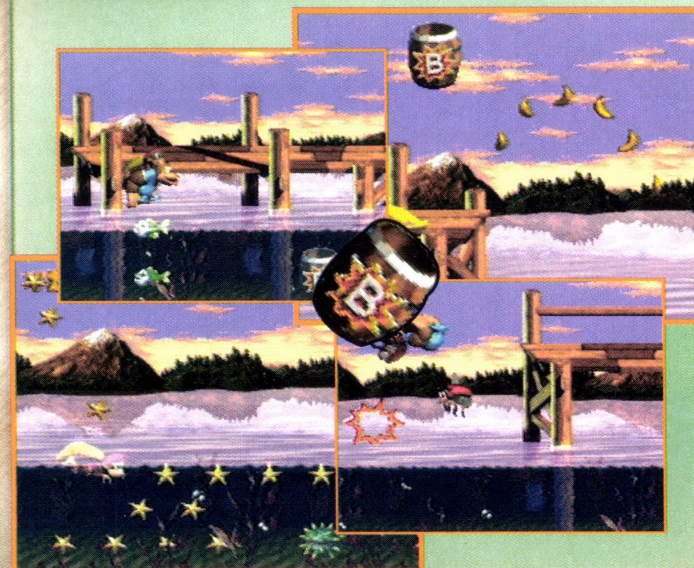


Get this coin by opening the door above Koin. Pick up a metal barrel and throw it through the door in order to hit him from behind. He is easily found, but if a problem arises, look at the picture to gauge where he is.

You'll find the first barrel behind a closed door that is impossible to jump through. Throw Dixie up to the switch, and when the door is fully open, jump down. Before the door closes, throw Dixie through it and there you'll find the first barrel. The second one is gotten a little more simply by opening a door, running through it and jumping in the barrel. The second one is actually easier to find than the first. You'll probably run into them both anyway.



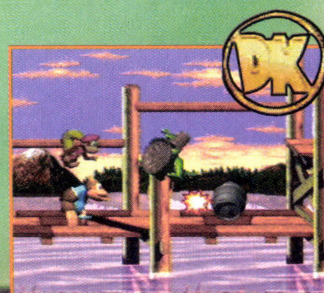
DOORSTOP DASH



TIDAL TROUBLE

The first one is found by swimming under a dock and jumping over a fish. Not a lot there to give you problems. In order to get the second one, you need to find a dock that is high up and has two bugs leading to it. Jump on the bugs and climb up to that dock. Now with Dixie, jump to the right and float over until you reach the next pier. The barrel will be above you as pictured to the left. All in all, it's fairly easy for anyone to accomplish. This does get harder, however.

This coin is gotten the same as the others so far. You won't have a problem finding Koin in this level because he isn't hidden. Grab the metal barrel and flip it over his head. It will rebound back, killing him and giving you your third DK coin.

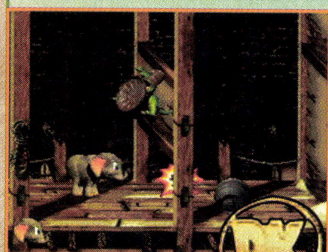
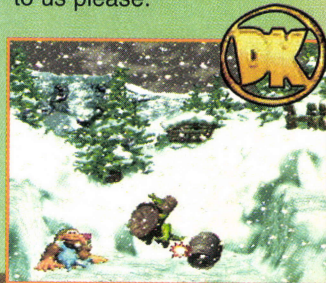


SKIDDA'S ROW



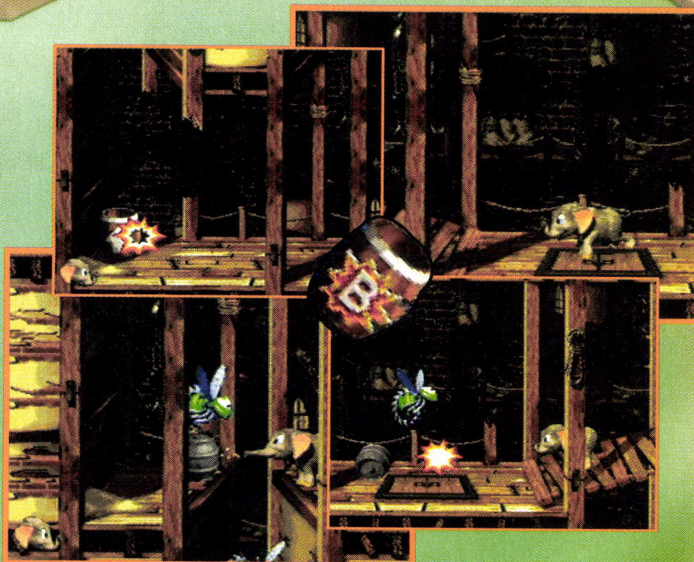
The first bonus barrel is probably the easiest one to find in the whole game. You'll run right underneath it. All you need to do is jump off the hill into the barrel. The second one is found where there are two purple kremlings running back and forth over a house. The barrel is just above them on the right. Jump off one of their heads into the barrel. If you kill them without jumping into the barrel, throw Dixie up there and off you go.

Same bat story, same bat channel. Grab the metal barrel and whip it over Koin's head. Taking him out means adding the fourth DK coin to your collection. Ever wonder what these things are for? So do we. If you figure it out, send it in to us please.



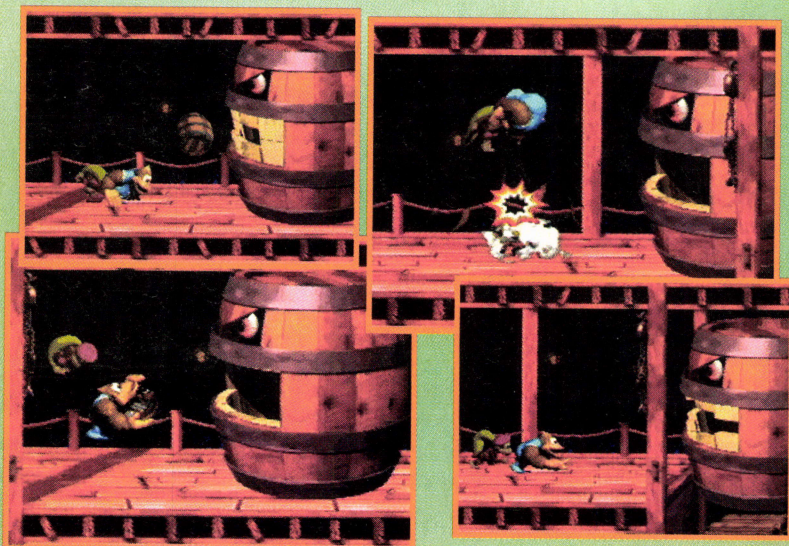
This is the same story as before only now you need to do it with Ellie. This isn't really harder, it's just trickier because Ellie's throwing skill is harder than the monkeys are. Throw the metal barrel over Koin and get him from behind.

The first barrel is found by running into an invisible auto-fire barrel. It will launch you up where you need to run to the left. There you'll find a metal barrel behind two buzzes. Press and hold the Y button, and Ellie will suck the barrel over and kill the buzzes. Now jump in the barrel. To get the second one, grab the closest barrel to a buzz that is flying above a trap door. Kill the buzz and jump on the door. Ellie's tremendous weight will open the door and the second bonus level.



MURKY MILL

BELCHA'S BARN



This first Boss isn't exactly easy. Touching him won't kill you, but that's not what you need to worry about. The barrels that he shoots at you move slow so they're easy to dodge. Belcha will push you back until you fall off the edge to the left. The way to defeat this Boss is by jumping on the barrels that he spits out. Inside each barrel is a bug that you will need to jump on. The bug will then turn over, and you will be able to pick it up. Chuck the bug at Belcha's mouth when it's open, and he will burp, throwing him to the right. Cram enough bugs down his throat and he'll eventually fall off the edge to the right opening up the next world for you.

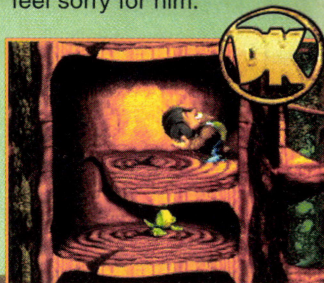
KREMWOOD FOREST



BARREL SHIELD BUST-UP

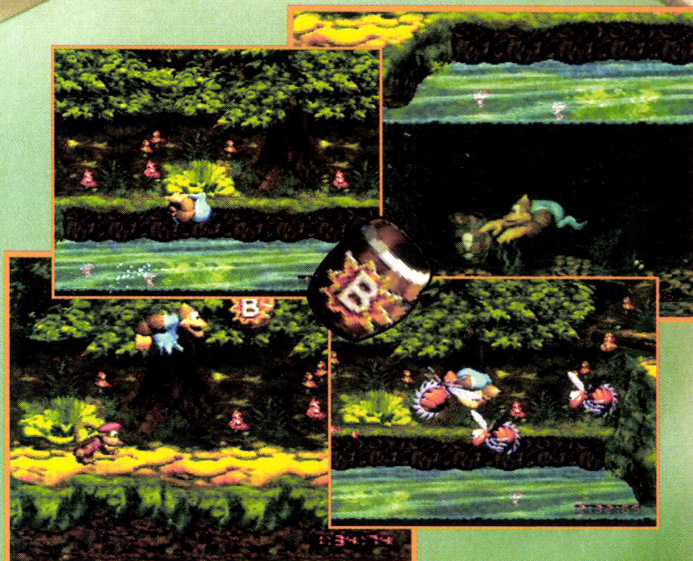
In your travels up the tree, you'll find a TNT barrel on the right side of one of the trees. Pick it up and walk over to the left side of the tree. It will explode, opening the tree to the left which opens up the first bonus barrel. The second one is a lot trickier. When you get to the flag in this level, backtrack a little to the right. You'll see an opening to the left. Jump up a little higher. There is an exit to the right. Use Dixie Kong and float through the hole until you find the second barrel.

You'll run into this guy once again. Only difference is that you'll be one level above him. The story is still the same however. Launch the barrel over the head and nail him in his back. If you think about what we keep doing to this poor guy, we actually feel sorry for him.

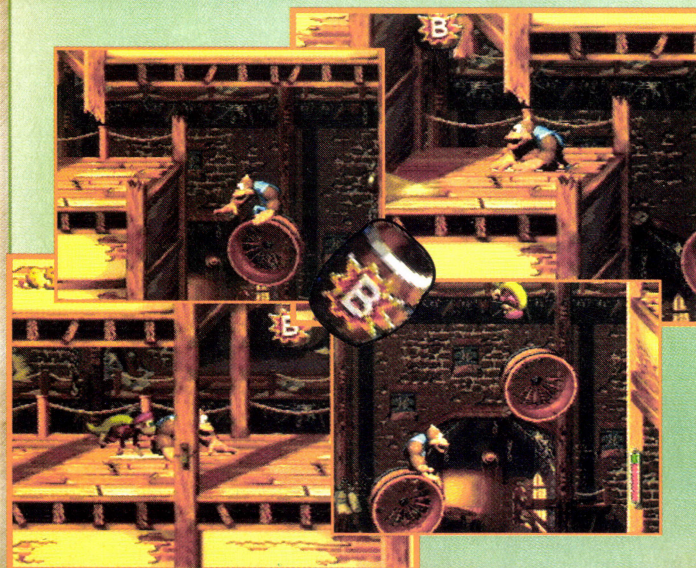


Defeating Koin is the same as always, however, getting to him is the tricky part. You'll need to skip across the water with Kiddy in order to reach Koin. This is done by rolling into the water. When you hit the water, press the Jump button to make him jump.

The first barrel is found by three red buzzes. The red buzzes are invincible, but not if you're invincible. Get the invincible barrel that is under the water to the left of the buzzes. Now jump on them and make your way to the barrel. The second barrel is acquired just like the DK coin. You'll need to skip Diddy across the water to make him jump high enough to get to the barrel. Look at the pictures to find out where exactly the pond.



RIVERSIDE RACE



SQUEALS ON WHEELS

The first bonus barrel is found easily. Just kill a rat in one of the wheels and then jump up to the ledge behind it. There will be the barrel and the bonus coin somewhere inside. The second one is gotten in a place similar to where you go to get the DK coin. Throw Dixie up to the second wheel and again over to the ledge. There you will find the second bonus barrel and another bonus coin within. See, this isn't too tough so far.

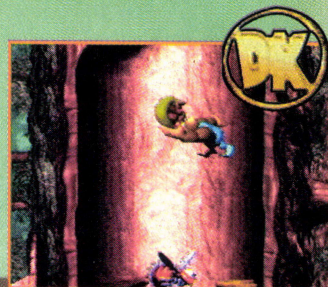
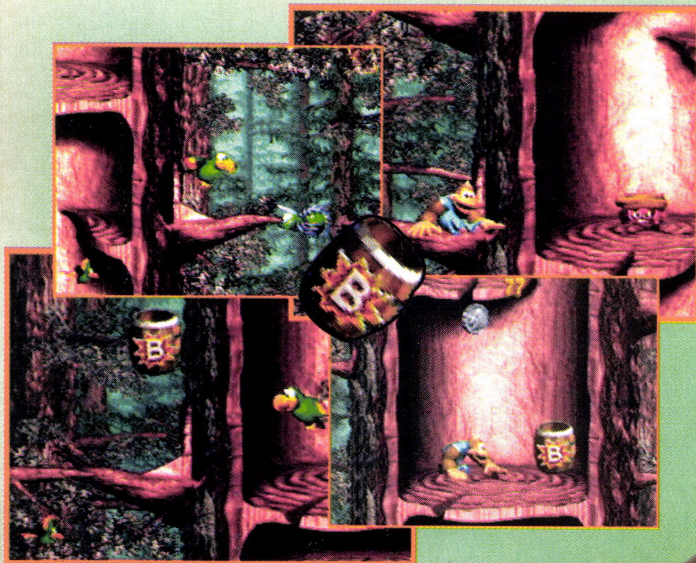
Once again, getting to Koin can be a bit tricky. Find the two rat wheels that are close together. Kill the rats inside and jump on the first wheel. Throw Dixie up to the second wheel and then up to the ledge to find Koin. Killing him is the same as before.



SPRINGIN' SPIDERS

You'll find the first bonus barrel where you see a green buss blocking a break in between two branches. Go to the right past the buzz and then go down and back to the left. There you will find the barrel. Look to the picture on the left for the location of the second barrel. Instead of going up, fall down and you'll find the barrel easy as pie. In the picture, we found the barrel using the parrot. You don't need him in order to find it. Just normal running about will bring you to it.

Find the red buzz pictured below. Stand on the ledge next to the buzz and throw Dixie up to a hard-to-see ledge. You'll find the way to Koin up there. That's right, you guessed it. Koin is defeated the same way as we've been telling you.



Nothing spectacularly special here. Find Koin and execute him. You'll probably have Ellie, so just pick up the metal barrel and...oh, forget it. You know how to kill him. Do it and get it over with. How many coins does this make now? We forget.

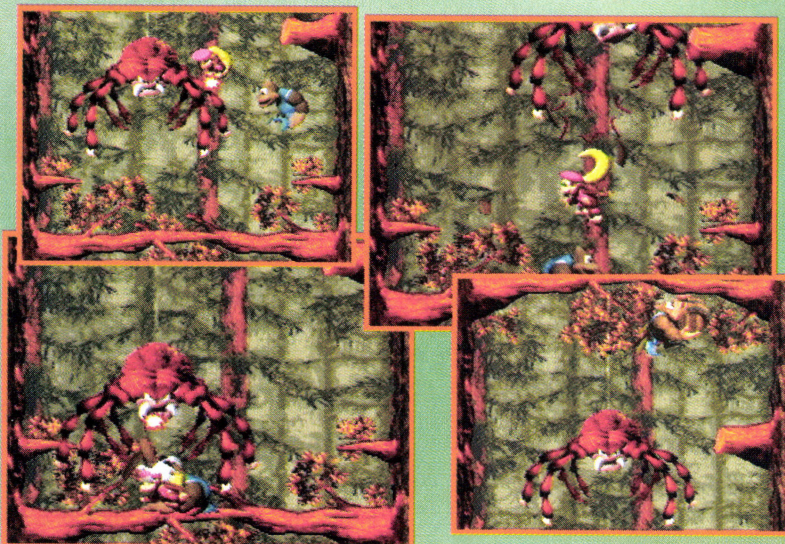
Look in the pictures to the right. You'll find a fat bird floating above a red buzz. Shoot the bird with a spout from your snout, and it will drop a TNT barrel on the buzz. Boom! He'll die a horrible death as body parts fly all over the screen...Okay, so it doesn't die that cool, but the first bonus barrel is now ready for you. To get the second one, jump off the two red bugs to get enough height so you can plummet through the water into the barrel.



BOBBING BARREL BRAWL

ARICH'S AMBUSH

This guy is a jerk. He takes more than a few tries to kill. He'll come out with a barrel on his back. Jump up there and grab it. The best person to use is Dixie, because she holds the barrels above her head. Just position her so that the spider comes down and lands on the barrel, hurting himself. More barrels will appear on the ledge in the upper-right corner. Jump on the spider's legs and back to get up to that ledge. Also, watch out for the green globs of goo that this Boss shoots at you. Not only does it kill you, but it will destroy the barrels your holding. There is an unlimited supply of barrels, but you'll find your patience is not quite as plentiful.



COTTON TOP COVE



BAZZA'S BLOCKADE

These two barrels are not hard to find. Whenever you have more than one way to go, just make sure you go both ways. Chances are one way leads into more of the level and the other way to a secret. The secrets include the bonus barrel. What's tougher than finding them is beating the bonus level to get the bonus coin. One of these requires you to swim around a red buzz collecting 15 green bananas.

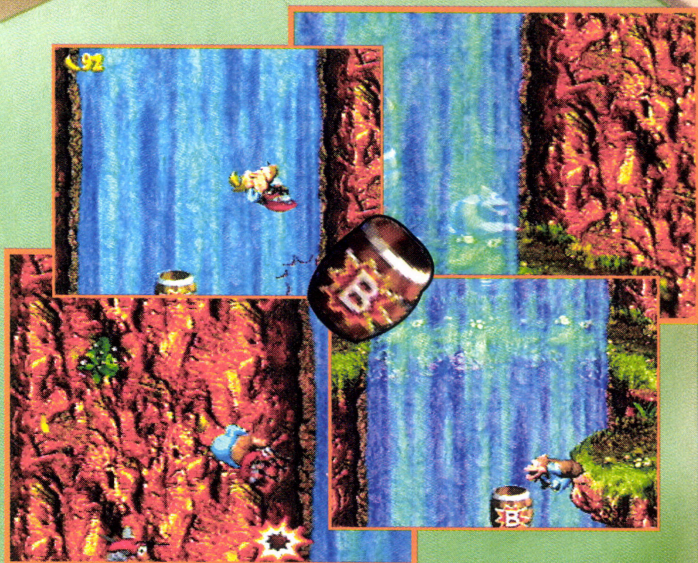
You won't find Koin until the very end of the level. He is right by the flag. Beating him is the same as always. The only difference here is that you need to grab the metal barrel and then jump back over him to throw it at the wall to kill Koin.



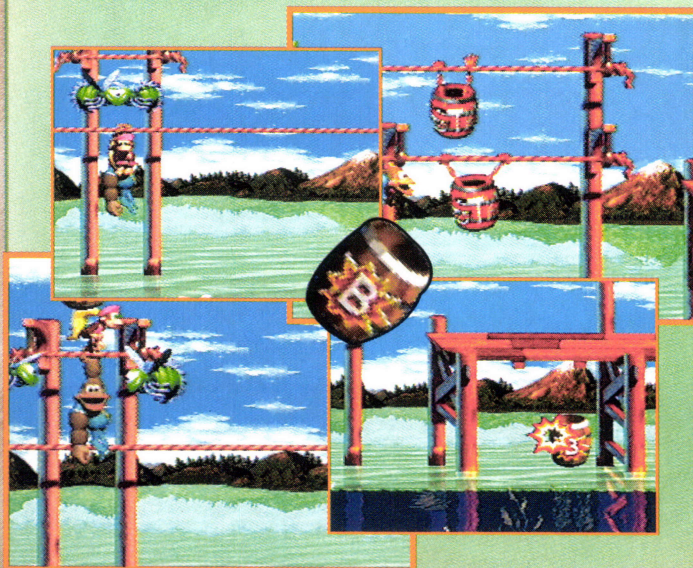
This is the same routine as every other time we told you how to get this coin. Pick up the metal barrel and throw it over Koin's head to have it rebound against a wall back at him. Believe it or not, this kills him and you get a DK coin for doing it.

Look at the pictures to figure out where the bonus barrels are. The first one is reachable only after jumping on three red bugs toward the left. If you miss a bug, you don't get a second chance unless you start the level over again. The second one is easy.

You can see it in the pictures. All you have to do is fall off the ledge into the barrel. These barrels aren't hard to find. The difficulty lies within the barrels because the games are tricky.



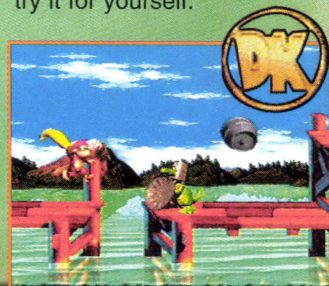
ROCKET BARREL RIDE



KREEPING KLASPS

The first barrel can be found in the circle the two green buzzes create (shown left). Watch their pattern and jump up to the rope when it's appropriate. Then jump into the barrel. The second one is found just to the right of some of the red barrels. Look at the pictures to see where we're talking about. You'll need to swim in the water to reach the barrel. You shouldn't have too many problems getting to this one.

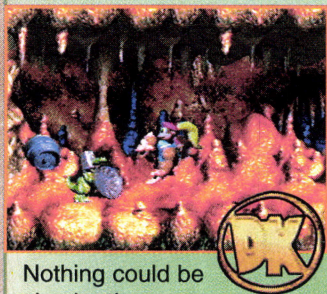
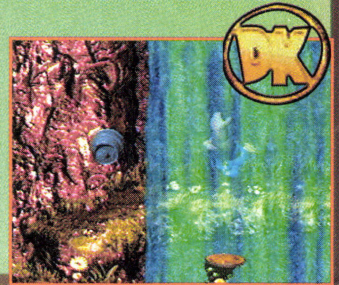
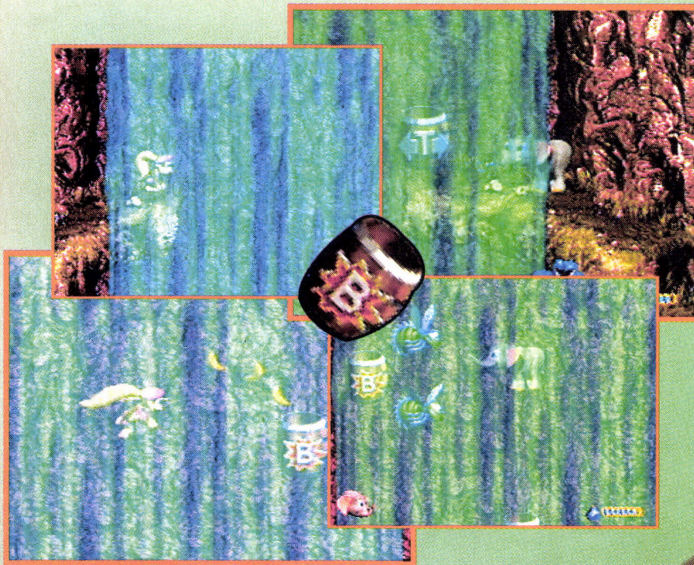
The only thing changing here is that there is a break before Koin. Oh no! What are we going to do now? I guess you should pick up the metal barrel and throw it over his head. It works, we swear. If you don't believe us, we dare you to try it for yourself.



TRACKER BARREL TREK

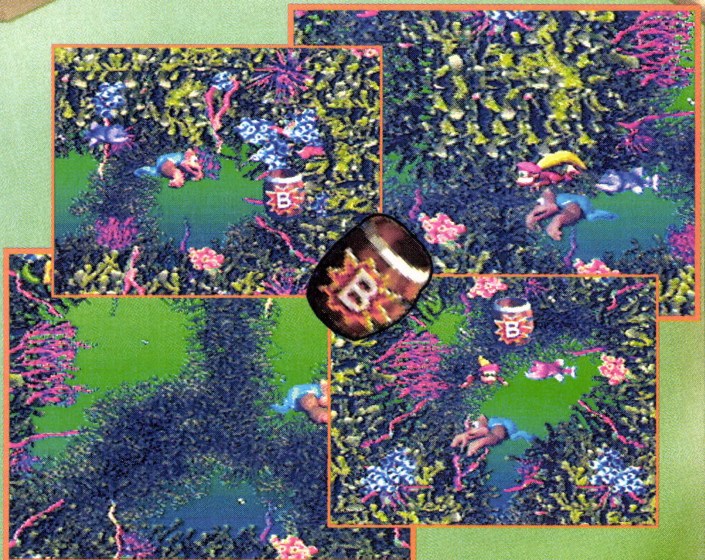
The first barrel is found by taking Dixie behind the waterfall pictured to the left. Jump and spin her over to the barrel to get the first coin. The next barrel is found with Ellie. Find the tracker barrel that is in the picture to the left. Fill her snout with water and jump in the barrel. Move the barrel over to the left by the bonus barrel. Take out the two green buzzes with a couple shots from Ellie's snout. Once they're gone, jump in the second bonus barrel.

This is one of the trickier Koin's to kill. Grab the barrel and throw it up. It will start to roll toward Koin. Jump in the auto-fire barrel, and it will shoot you across the screen to the left. Koin will turn around and get pegged by the barrel.



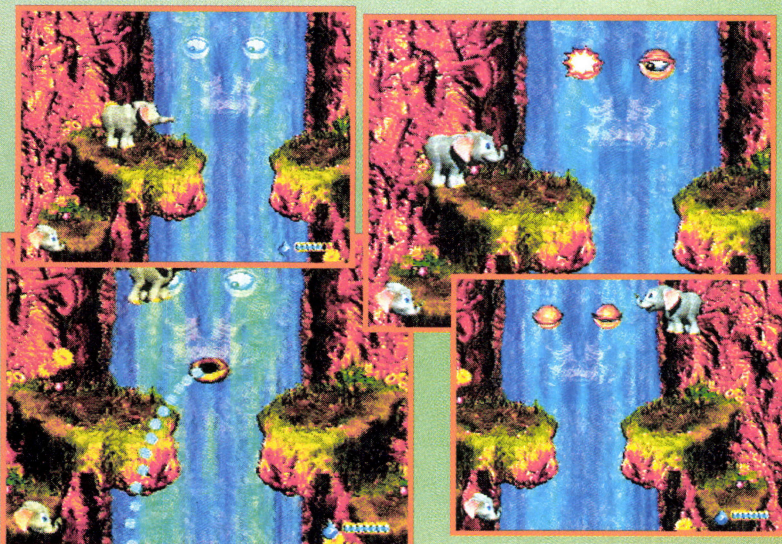
Nothing could be simpler than getting the DK coin from this idiot. Koin is at the end of the level just before the flag. You don't need to worry about looking for it, because you will pretty much just stumble upon it. Add another coin to your collection.

The same thing that applied in the other water level applies here. Just swim around and look for openings that could lead to a barrel. The second barrel is located right by the end of the level. It's just above the last spiny fish you see before exiting the level. The thing to worry about in this level is Nibbla. He is the fish that is following you around. If you don't keep him constantly fed, he'll try and eat you. Don't feed him the spiny fish or else he just gets more cross.



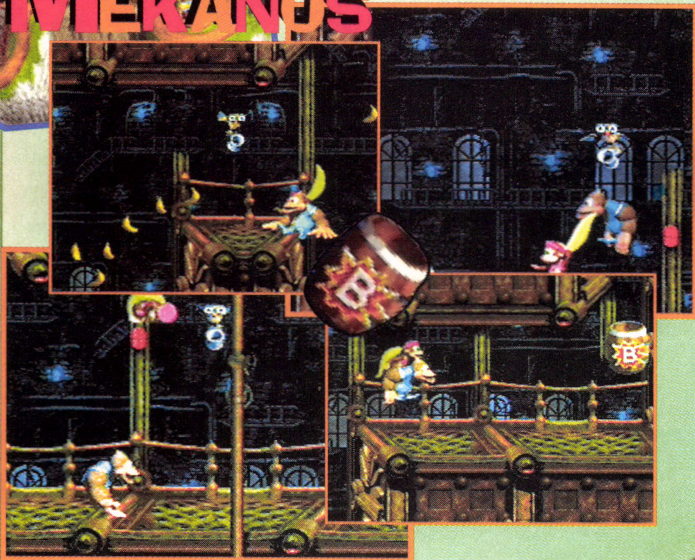
FISH FOOD FRENZY

SQUIRTS SHOWDOWN



This guy is a pushover. You'll fight him with Ellie which means spitting water at him. Fill up at the waterfall, and when his eyes come out, blast him. You'll need to hit each eye twice. Do this a couple times, and he'll go the way of the birdie. When he shoots the water spout at you, it's easily avoided. Just run the same direction that he spins the water, and you should be fine. Don't panic or else you'll fall off one of the ledges. Take your time and move slowly—you'll probably beat him the first time you encounter him.

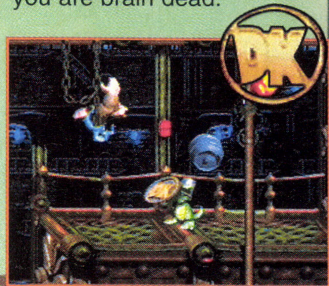
MEKANOS



FIREBALL FRENZY

After the continue barrel, you'll fall down. Go over to the left and get on the ledge there. With Dixie, jump to the left and spin. You'll float over to the first barrel and be on your way to the first coin. For the second barrel, instead of going to the left, go to the right until you reach the platform that goes up. Take it up and then go left. Look for a banana up in the ceiling and throw Dixie up there. There's a ledge and it leads over to the second bonus barrel.

You should run into Koin just going through the level normally. He's past the second bonus barrel. After the barrel, go left and then up. He's to your right. If you don't know how to kill him by now, we will come over and hit you with a tack hammer because you are brain dead.



Koin is at the end of the level. The flag is to the right and he is to the left. If you are a fool, then we'll tell you how to beat him again: Pick up the steel barrel. Throw over head of bad guy. It come back and kill bad guy. Gee, that was difficult, wasn't it.

The thing that makes finding the bonus barrels hard in this level is the speed. Obviously, you don't have a lot of time to explore each section carefully. The first barrel is found by jumping on the ninth green buzz. You will automatically hit the 10th one and go into the bonus barrel. The second barrel is found by looking for the 13th green buzz after the continue barrel. After the 13th green buzz, there will be a red bug above a hole. Jump on him and fall into the next hole for the second barrel.

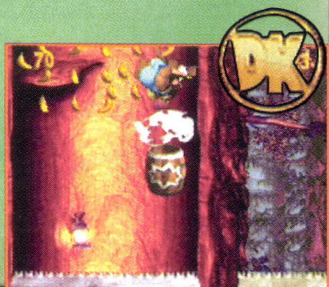


DEMOLITION DRAINPIPE

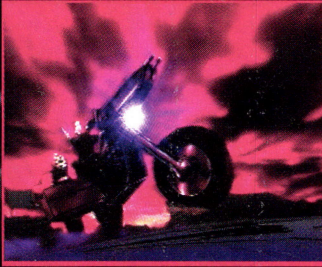
RIPSAW RAGE

There is really only one way to go through the stage because of the saw that will kill you upon first contact. When you reach a green buzz with a barrel right below it, pick up the barrel and destroy the buzz. Once done, go through the tree and get the first bonus barrel. The second bonus barrel is found by looking for a green buzz with a steel barrel under him. Get the barrel and kill the green buzz. This opens the way for the second bonus barrel.

Getting to Koin in this level isn't hard to do, it's hard to find. When you find the G, take Dixie and throw her straight up. This will lead to a few things like an auto-fire and an invincible barrel. After a little moving around, you'll find the elusive Koin.



Game Over



MR. GRIM

Mr. Grim's wish is to feed on all the souls of the world—a wish that Calypso grants easily. Instantly the world is bathed in blood, and Mr. Grim is able to eat. However, he starves soon afterward.

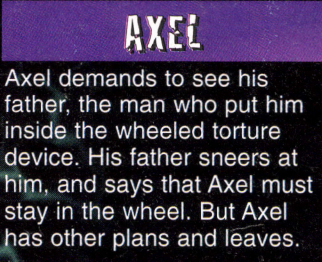
SPECTER

Specter's driver wants to have his face known around the world. Calypso agrees and starts tugging on the victor's face. Soon it is stretched around the world. A bizarre oddity seen across the Earth.



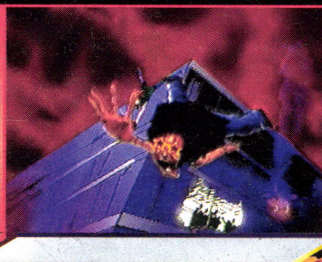
THUMPER

Thumper wants to be king of the world. A request easily granted, as everyone died in the battles of Twisted Metal. Thumper sits on a throne able to watch the carnage of war slowly decay.



AXEL

Axel demands to see his father, the man who put him inside the wheeled torture device. His father sneers at him, and says that Axel must stay in the wheel. But Axel has other plans and leaves.



HAMMERHEAD

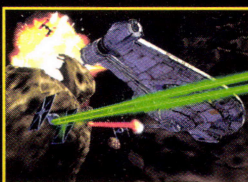
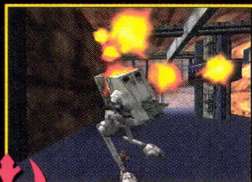
The two dudes who drive the monster truck want to fly. They tell Calypso to grant their wish, and he does. The two leap off the building to their doom. Calypso laughs as he holds up plane tickets.



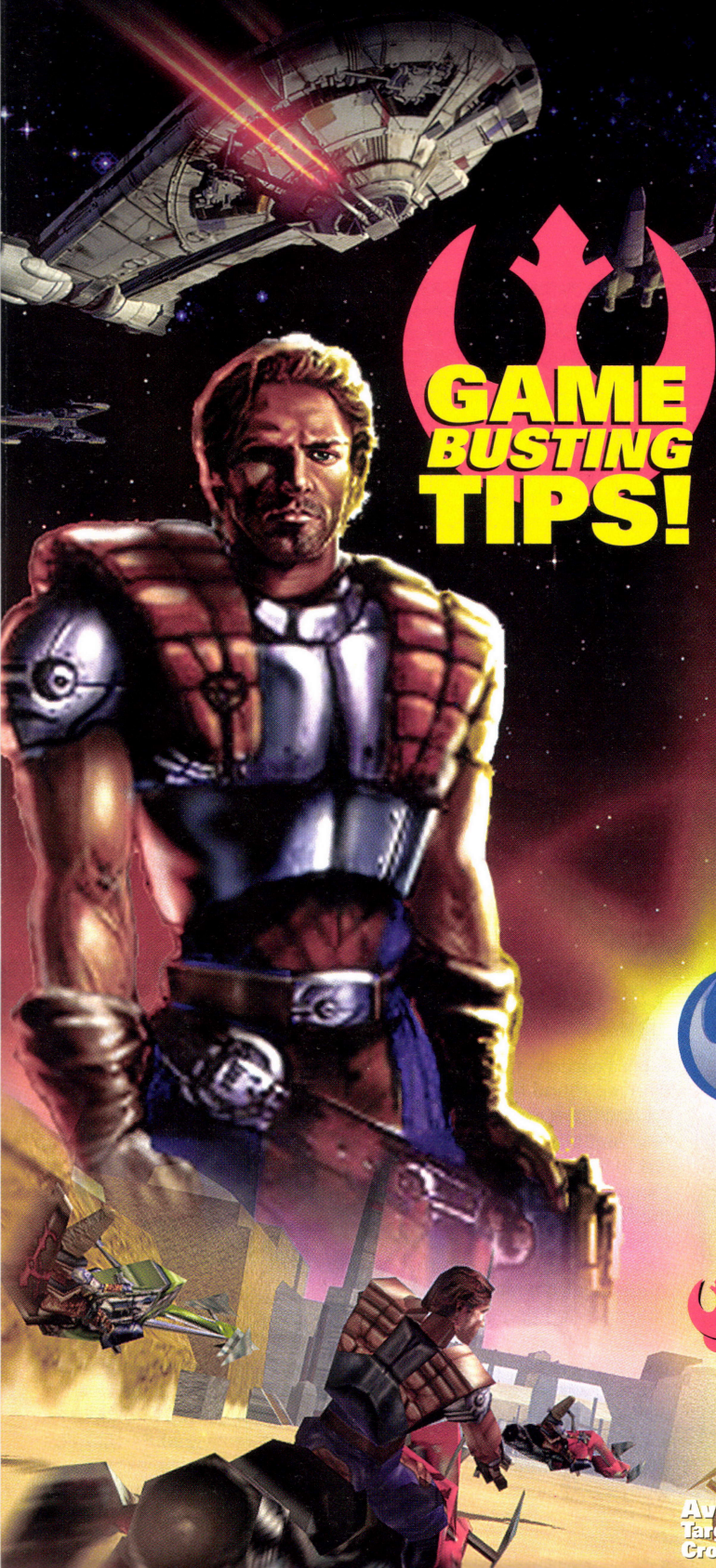
PART 1

Each contestant gets what he/she wants most out of life. However, as the saying goes, "Watch what you ask for, you might just get it." The rest will come next month.

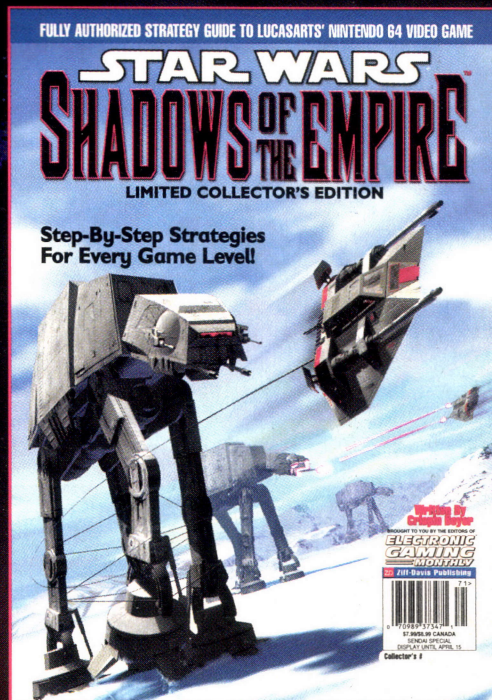
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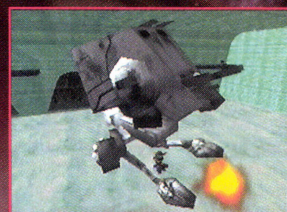
GAME BUSTING TIPS!



Take a behind-the-scenes journey into the most anticipated *Star Wars* project this year, *Shadows of the Empire*, for the Nintendo⁶⁴ game system! If you love *Star Wars* and want to see everything hidden in the *Shadows* game, this is the magazine for you!



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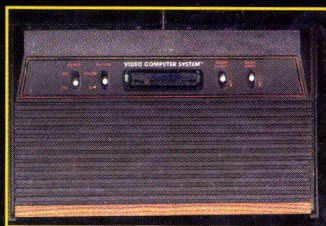
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Next Month

ELECTRONIC GAMING MONTHLY

February 1997

The *EGM* editors are in the air flying to Japan to gather the latest game info from Nintendo's Shoshinkai Show. Watch for a special feature that lists all of the details about their new disc drive. Also, don't miss the most



The Atari 2600 started it all. Don't miss our look back on the golden days of video games.



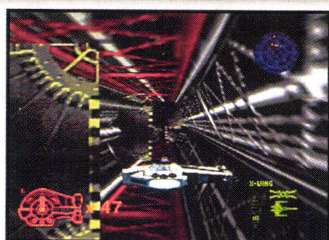
Don't buy a game until you see the ONLY unbiased reviews in the industry.

extensive coverage on all the new N64 games including *Zelda*, *StarFox 64*, *Mario Kart 64* and more. As usual, you'll find this exclusive information and



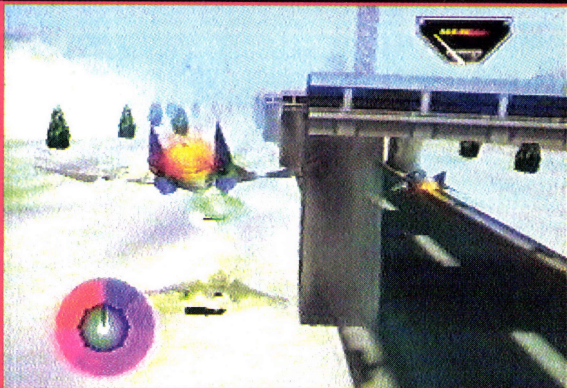
YEAR-END SPECIAL

The lines between computer and video games are blurring more and more. Luckily for us great games like *Command & Conquer* are coming and *EGM* can't wait to get their hands on these hot crossovers.



N64 hits home in a big way as games like *Shadows* continue to burn up charts. Look for an all-out blowout.

FEATURE STORY



The *EGM* editors are back from Nintendo's Shoshinkai Trade Show. Watch for a special feature blowing out all of the new N64 releases like *StarFox 64* and more.

news only in *EGM* and months before everybody else.

As for previews, our editors have been working hard on getting the latest exclusive information on *Resident Evil 2*, *Soul Edge*, *Final Fantasy VII* and *Clay Fighter 3*.

If that wasn't enough, our

Review Crew is already tearing into *Command & Conquer*. Next issue, they'll tell you if it lives up to its excellent PC reputation.

EGM²

Tips, Tricks and Strategies from real gamers to real gamers

February 1997

For February, the crew is working round the clock with a bunch of surprises and new features. Some of these will include the first multi-person controller reviews by the REAL gamers.

Also, look for up-close and personal interviews featuring strategies from many of the industry's top games and designers themselves. In addition, there will be maps, tricks, tips and strategies with a more personal feel and input involving different playing styles and ways to play better on many of today's games.

Featured in this next issue



The *EGM* Crew digs in next month to get hands-on reviews of the latest gear.

will be a great assortment of games from 16-Bit titles like *DKC3*, to RPGs like *Shokoden*, to the mega release of 64-Bit titles from Nintendo. Also, expect to see tons of PS and Saturn coverage in the blowout *EGM* style.



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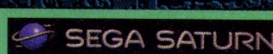
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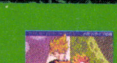
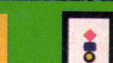
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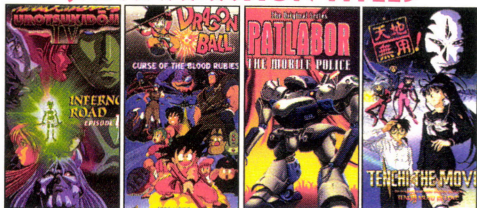
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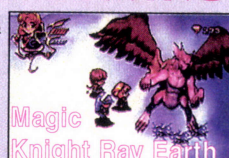
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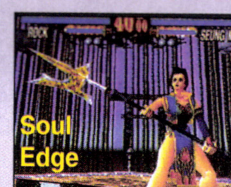
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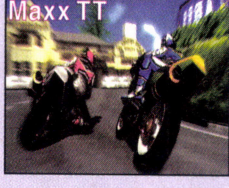
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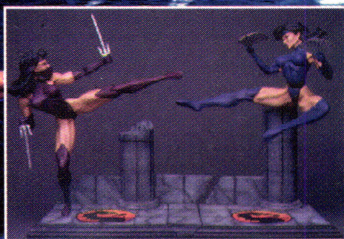
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Bases Loaded 3	9	Millipede	22	Breath Of Fire	35	NHLPA 93	4	Boogerman	29	Power Rgrs	12	Crash Bandicoot	49	Primal Rage	19	Donkey Kong Land	29	Ren & Stimpy-SC	15
Batman	4	Monopoly	19	Bugs Bnly Rampage	18	Paperboy 2	22	Boogerman	29	Primal Rage	12	Cyber Speed	35	Primal Rage	19	Donkey Kong Land 2	18	Revenge Of Gtr	9
Battle Chess	18	Nightmare Elm St	4	Capit America	9	Pitfall Harry	28	Bulls vs Blazers	45	Prime Time NFL	15	Cyberstred	39	Rage	39	Double Drag	9	Simpsons-8 vs Jug	12
Battlebonds	5	Ninja Gaiden 2	4	Chrono Trigger	55	Populous	9	Bulls vs Lakers	15	Quackshot	15	D (3 Discs)	39	Resident Evil	58	Dr Mario	13	Simpsons-Escape	8
Black Bass	29	Operation Wolf	2	Clayfighter	22	Power Rgrs	19	Capit America	15	Ren & Stimpy	19	Return Fire	39	Ridge Racer	39	Duck Tales	17	Sideways	13
Blades Steel	3	Pacman	25	Death Valley River	12	Chrono Trigger	55	Castvnia Blood	15	Road Rash	29	Return Fire	39	Ridge Racer	39	Final Fant Adv	37	Supr Mario Land	15
Blaster Master	15	Paperboy	5	Desert Strike	22	Chrono Trigger	55	College Fb	18	Road Rash 2	29	Return Fire	39	Ridge Racer	39	Final Fant Leg	28	Supr Mario Land 2	19
Bombberman	3	Pinball	4	Demon's Crest	29	College Fb USA96	18	College Fb	18	Road Rash 2	29	Return Fire	39	Ridge Racer	39	Final Fant Leg	28	Supr Mario Land 3	28
Boy & His Blob	15	Pinball Quest	18	Desert Strike	29	Columns	25	College Fb	18	Road Rash 2	29	Return Fire	39	Ridge Racer	39	Final Fant Leg	28	Supr Mario Land 3	28
Bubble Bobble	3	Pro Am Racing	4	Desert Strike	29	Columns	25	College Fb	18	Road Rash 2	29	Return Fire	39	Ridge Racer	39	Final Fant Leg	28	Supr Mario Land 3	28
Bugs Bnly Bday	15	Punch Out Mlt	3	Desert Strike	29	Columns	25	College Fb	18	Road Rash 2	29	Return Fire	39	Ridge Racer	39	Final Fant Leg	28	Supr Mario Land 3	28
Burgerime	3	Q Bert	15	Desert Strike	29	Columns	25	College Fb	18	Road Rash 2	29	Return Fire	39	Ridge Racer	39	Final Fant Leg	28	Supr Mario Land 3	28
Call Games	2	Racer 2	4	Desert Strike	29	Columns	25	College Fb	18	Road Rash 2	29	Return Fire	39	Ridge Racer	39	Final Fant Leg	28	Supr Mario Land 3	28
Capit Skyhawk	3	Racer 2	4	Desert Strike	29	Columns	25	College Fb	18	Road Rash 2	29	Return Fire	39	Ridge Racer	39	Final Fant Leg	28	Supr Mario Land 3	28
Castlevania	4	Racer 2	4	Desert Strike	29	Columns	25	College Fb	18	Road Rash 2	29	Return Fire	39	Ridge Racer	39	Final Fant Leg	28	Supr Mario Land 3	28
Castlevania 2	4	Racer 2	4	Desert Strike	29	Columns	25	College Fb	18	Road Rash 2	29	Return Fire	39	Ridge Racer	39	Final Fant Leg	28	Supr Mario Land 3	28
Champ Bowling	9	Rampage	2	Desert Strike	29	Columns	25	College Fb	18	Road Rash 2	29	Return Fire	39	Ridge Racer	39	Final Fant Leg	28	Supr Mario Land 3	28
Commando	2	Rescue Rangers	4	Desert Strike	29	Columns	25	College Fb	18	Road Rash 2	29	Return Fire	39	Ridge Racer	39	Final Fant Leg	28	Supr Mario Land 3	28
Contra	3	Ring King	3	Desert Strike	29	Columns	25	College Fb	18	Road Rash 2	29	Return Fire	39	Ridge Racer	39	Final Fant Leg	28	Supr Mario Land 3	28
Defender 2	8	Robo Cop	3	Desert Strike	29	Columns	25	College Fb	18	Road Rash 2	29	Return Fire	39	Ridge Racer	39	Final Fant Leg	28	Supr Mario Land 3	28
Disney Adv	3	Robo Cop	3	Desert Strike	29	Columns	25	College Fb	18	Road Rash 2	29	Return Fire	39	Ridge Racer	39	Final Fant Leg	28	Supr Mario Land 3	28
Donkey Kong 3	22	Robo Cop	3	Desert Strike	29	Columns	25	College Fb	18	Road Rash 2	29	Return Fire	39	Ridge Racer	39	Final Fant Leg	28	Supr Mario Land 3	28
Donkey Kong C	15	Robo Cop	3	Desert Strike	29	Columns	25	College Fb	18	Road Rash 2	29	Return Fire	39	Ridge Racer	39	Final Fant Leg	28	Supr Mario Land 3	28
Donkey Kong Jr	4	Robo Cop	3	Desert Strike	29	Columns	25	College Fb	18	Road Rash 2	29	Return Fire	39	Ridge Racer	39	Final Fant Leg	28	Supr Mario Land 3	28
Double Drag	2	Robo Cop	3	Desert Strike	29	Columns	25	College Fb	18	Road Rash 2	29	Return Fire	39	Ridge Racer	39	Final Fant Leg	28	Supr Mario Land 3	28
Double Drag 2	2	Robo Cop	3	Desert Strike	29	Columns	25	College Fb	18	Road Rash 2	29	Return Fire	39	Ridge Racer	39	Final Fant Leg	28	Supr Mario Land 3	28
Dragon Dribble	4	Robo Cop	3	Desert Strike	29	Columns	25	College Fb	18	Road Rash 2	29	Return Fire	39	Ridge Racer	39	Final Fant Leg	28	Supr Mario Land 3	28
Dr Mario	3	Robo Cop	3	Desert Strike	29	Columns	25	College Fb	18	Road Rash 2	29	Return Fire	39	Ridge Racer	39	Final Fant Leg	28	Supr Mario Land 3	28
Dragon Warr 2	35	Robo Cop	3	Desert Strike	29	Columns	25	College Fb	18	Road Rash 2	29	Return Fire	39	Ridge Racer	39	Final Fant Leg	28	Supr Mario Land 3	28
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Dragon Warr 2	35	Robo Cop																	

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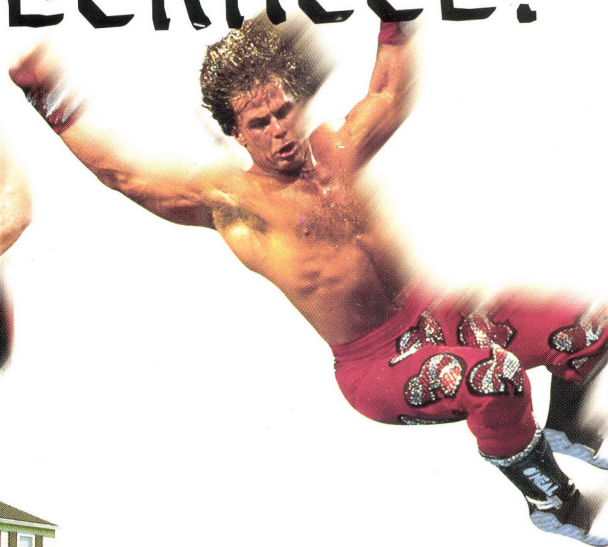
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